COMPUTERS! ★ GAMES! ★ VIDEO! ★ FILMS! ★ TV

BANG

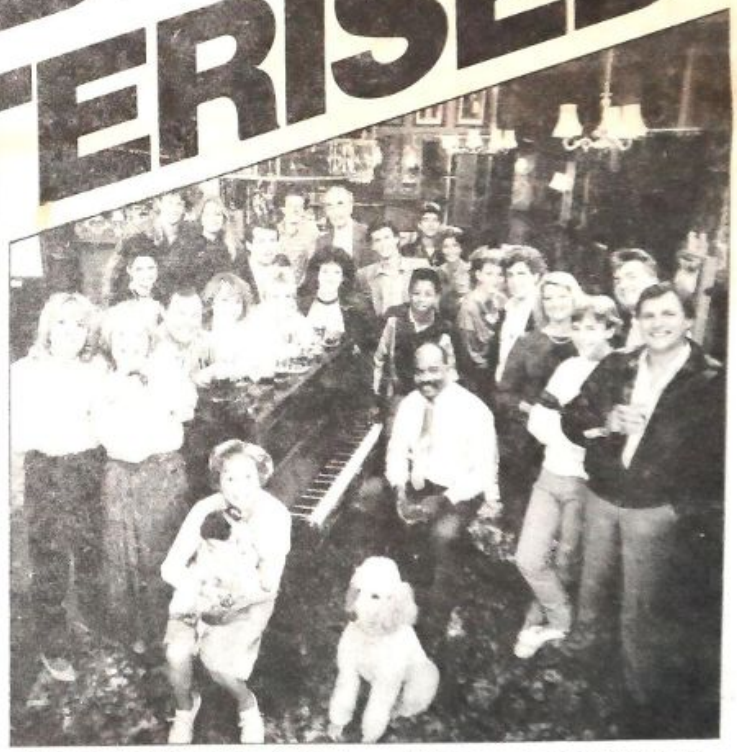
WEEKLY

No 1 3rd September 1986

ONLY 40p!

WIN! CD player! £500 of software!! Cup Final tickets!!!

EASTENDERS COMPUTERISED



TV RATINGS-TRASHER *EastEnders* will become a computer game this autumn.

In a deal just signed between the BBC and Macsen, Dirty Den, Ange, Lofty and all the Queen Vic regulars will now have their destinies controlled by their own adoring public.

Spectrum, Commodore and Amstrad versions will be available in December and *EastEnders* the game looks set to join the TV series at the top of the charts.

Macsen won the deal despite expected heavy competition from other eager publishers.

It is having to work very closely with *Eastenders* — seen by nearly 20 million people each week — to get the correct amounts of excitement and authenticity. The best-loved soap in Britain has an almost religious effect on many fans and a poor game simply won't be be accepted, it seems.

Due to BBC constraints and *BANG'S* hot-off-the mark news coverage Macsen was particularly wary of releasing too many details. Joint boss Moelwen Gywndaff told *BANG:* "Many other companies approached them but in the end they came to us".

Characteristically, the soap which strives to be different is also being touted as something more than the run-of-the-mill adventure or arcade game.

"We are co-operating very closely with the BBC on it, Put it this way, all of life is there, and if you get away from that, then you are getting away from the essence of *EastEnders*," commented other joint boss Edryd Gwyndaff.

Details concerning cost of the licence, type of agreement and

>>> Continued on page 2

FIST II: The legend continues?

AMERICAN FOOTBALL:

Touchdown : get the BANG lowdown

PLUS: QUEEN ★ THE TUBE ★ DARE ★ CHARTS ★ REVIEWS ★ YOUTH CULTURE

NINTENDO INTENDS . . .

Huge US toy company Mattel is to launch the immensely popular Nintendo Entertainments System into Britain. It is a solely game machine which could strike fear into both Commodore and Amstrad.

Nintendo USA signed the deal with Mattel although its parent company is in Japan. Distribution is now tied up for both the UK and Europe and units will be available *possibly* in November but definitely before Christmas.

BANG contacted Nintendo USA's senior vice president Howard Lincoln, who commented: "The decision is based on what we have done in the US and Japan — the unit will be well received."

Robot arm

The system comes in various configurations of control deck, light gun, robot arm and cartridges, with the basic unit selling for $139–159.

Lincoln added: "I think its popularity comes from the quality of graphics and gameplay. It uses technical chips which are state of the art. Also the quality of games Nintendo produces means there is no fall-back. They are all arcade titles.

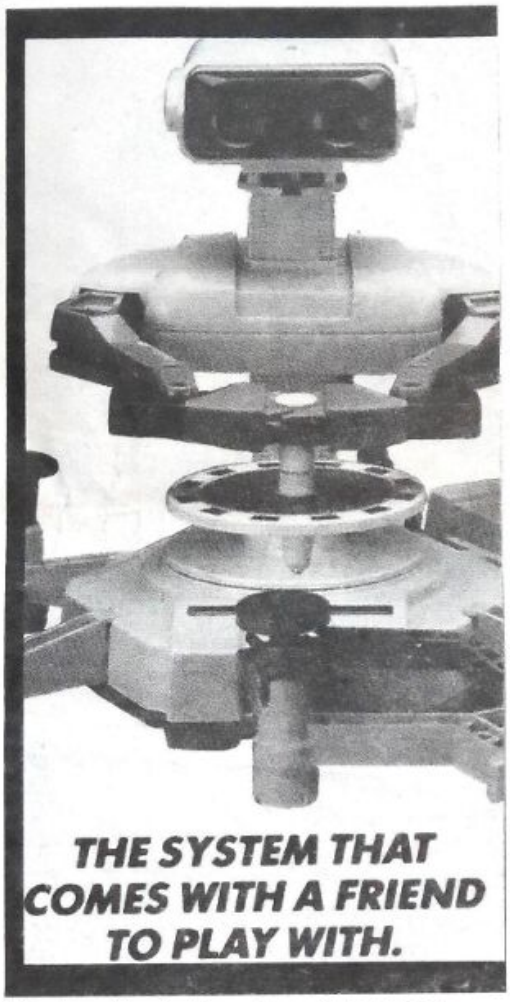
"Thirdly, I think it is the variety that's offered with the robot arm and light gun."

Million Sales

Since launching and selling out of the system in New York last Christmas, Nintendo claims the machine has built up a demand which will see a million sales clocked up by this Christmas. "We are looking forward to it and we think Mattel can do a good job," added Lincoln.

BANG contacted Mattel's senior vice president Lindsey Williams in Los Angeles, California, who commented: "I only heard yesterday that the agreement had been signed by both parties. We are currently making certain packaging changes and changes on the information sheets with regard to warranties.

"There will be limited destribution prior to Christmas this year. It will be in certain parts of the UK by the middle of November and we hope to distribute widescale in 1987."



Nintendo machines: should computer manufacturers console themselves?

Although stressing its availability, Williams was also at pains to point out that it "really means limited". This is due to the popularity of the console in Japan and the USA and constraints on production. However, it is promised to be "widespread" by February or March.

Exporting costs

The bad news for eager customers is that due to exporting costs the deluxe version of unit, light gun, robot arm and cartridges will initially sell for around £250–295.

The basic unit will sell for around £150. This is high but with the prospect of later price-cuts and other importers computer manufacturers will be watching it all very carefully.

Amstrad's Alan Sugar has been aware of Nintendo's success for some time. After a trip to Japan he commented: "The Japanese have woken up their own market and it led me to believe that an on-going entertainment market exists."

Atari currently sell the most games consoles in the UK via its 2600. It too has woken up to the demand for *just* a games machine and is affording special Christmas attention to a system which sells for just £39.99.

Both Atari, Amstrad and Commodore will watch Mattel's Christmas advertising very closely.

Williams commented: "I don't see it as being in direct competition with home computers — it is direct competition to the game playing ability of home computers." He forecasts the yearly UK market to be worth around 15 per cent of that in the US, which was then estimated to be around £25 million.

The US market was estimated at a staggering $250 million.

●*The Nintendo Entertainments System has fifty two colours which is twice what the Amstrad machines can offer.*

EASTENDERS COMPUTERISED

promotion were not forthcoming but Gwyndaff added that *EastEnders* paraphernalia could be included in the package.

Track Record

Macsen is by no means a large games publisher but its track record of previous licences helped secure the deal. *Blockbusters, Bullseye, Treasure Hunt* and *Clampdown* have all come from the Dyfed based firm — although this is its first non-quiz show licence.

Moelwen Gwyndaff estimated overall sales would reach 200,000.

The current deal only applied for Britain but Macsen has not counted out the possibility of overseas rights. Price is expected

FORWARDS

6 WIN A COMPACT DISC! (That's the whole caboodle, and not just one record. We're not cheapskates.)
8 ACTIVISION IN BLACK LACE SHOCKER!
9 COMIC HEROES' DERRING DO (And yes, derring do does spell itself that way, for some reason.)
10 *DRUID* – Hints galore
12 GOING UNDERGROUND: This man is entirely sane. Well, perhaps scrub the "entirely" . . .

14 THE BACK STOPS HERE: This, apparently, is a sportsman. He is an American sportsman. This, apparently, is football.
16 WORLD SHATTERING EVENTS!
18 GALLUP SOFTWARE CHARTS
20 etc SOFTWARE REVIEWS This week: *Super Cycle, Heartland, Headcoach, Don Dare, Vera Cruz*

BANG: PRESS THE FAST FORWARD

BANG is diferent.
Make that *DIFFERENT*
No, it really is. *BANG* is a computer paper that is much **MORE** than a computer paper.
Each week, it'll carry news, views and reviews about software, video, TV, records, and films.
And more.

Bangifesto

Brash, **bold**, **lively**, *FUNNY*, crass, provocative, *racey* stupid — and that's just the name.
Each week, you'll find that *BANG* is the least ordinary mag you're ever read, mainly because it's written by the most extraordinarily modest hacks this side of, er, Stockholm *(Stockholm? — Ed)*.
This week, for example, you've got the chance to win a compact disc. How many other mags have ever proffered one of those as a prize? OK, OK, we don't want a full list. Try this instead:
How many other mags have a letter's section called **BANGING OFF?** (We haven't, 'cos we haven't had any letters yet. Mere details . . .)
Or how many other mags have columnists as Maxine Shapiro, Davina, or Mel Croucher (Yeah, alright. Don't be sarcastic — you haven't even read them yet).

Buy *BANG* subliminal message

What about *BANG's* brilliant scale of values on software reviews? None of your standard **Smashes** or **Blasters** or **Gongs** or Dings or whatever sort of **garbage**
Instead, very, very occasionally on the odd really megabrill *("Megabrill" is banned. We're not all journalistic donkheads — Ed)* game, you'll see the *BANG* seal of Approval.
That's **SEAL** as in the thing that claps when you give it fish. That's pretty wacky ***wacky*** . . .

Concrete poetry cement garbage

Other bits of *BANG*: ***fastest*** news, er . . . some serious bits, and, er — all that's needed to make a good mag **GREAT** (?). Or something.
You'll see.

Really sincere bit

BANG is already only just a little bit short of being **brilliant**
To make it brilliant, we need your help. We need you to write to us to tell us what's wrong with BANG and what's right with the dear thing. You can guess which ones we'll publish . . .
No, *seriously*. We'll publish any letter and there'll be the same special unrepeatable, unforgettable, unrepeatable prize each week for the best letter — which we've forgotten all about, inevitably.

Not BANG

BANG will not be bland. Or boring, or staid, or any of those sort of things.

BANG

BANG will be **spiky**, quirky, **ODD**
your very own textual cocktail.

FLANNEL PANEL

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28 ALL THESE REVIEWS – AND *FIST* TOO?!
The world's first review (This is the sort of claim to guarantee that the damn thing has been reviewed in some obscure place like *Tasmanian Computing Today*.
30 SOFTWARE PREVIEWS
This week: *Gauntlet, Cyborg, Trailblazer*
32 YOUTH CULTURE
Make that "Youff culcher". BANG gets the lowdown on what youngster find "trendy", "with it" and "Groovy"
35 INFILTRATOR COMPETITION
36 ACROSS THE BOARD: *JUNTA* CHUNTER
Bored with games? Tried board games?
38 SCAN STARTS HERE!
News of *The Tube* and literally hundreds of other meerry things (*Are you sure about this? – Ed*)
40 FILMS
This week: *Aliens, Pretty in Pink, Karate Kid II*
42 WAY OF THE EXPLODING MYTHS
47 CAN OF WORMS
***Definitely* not for the squeamish . . .**

HOOKING INTO *HOOK*

Amidst goodies donated by The Stranglers, Duran Duran, Radio One, *Smash Hits*, Hendring Videos and Virgin Records, there will be an Amiga computer at the *Off The Hook* auction held at this week's *PCW* Show.

The auction is to raise more money for the anti-drugs charity *Off The Hook*, which was established by the software industry earlier this year.

Durannies Simon Le Bon and Nick Rhodes have donated signed pics and records; more pics and teeshirts have come from Radio One; *Smash Hits* and Virgin have supplied records; and the mag *Computer Gamer* has passed on around 400 games.

Boy George

The auction of the Commodore-donated Amiga — worth over £1,500 — takes place this Thursday evening on Activision's stand.

All money raised by *Off The Hook* — and it's expected to top £100,000 shortly — is passed on to The Prince's Trust.

***Hook* money is already helping to fund rehabilitation units. Some has also gone to Dr Meg Patterson — who treated Boy George.**

Would you buy a used, signed pic from this man?

Yacketty yacht

US Gold has tied up the UK rights for a game based on the prime international yachting event — The America's Cup.

Due to Britain's dismal record in recent years the race fails to whip up too much enthusiasm over here. However, Australians take it all very seriously indeed, so it is no surprise that the game was written down under.

Armchair

The author is Armchair Entertainment and *The America's Cup* should be launched in time for the event itself — which begins in November and runs through to February.

Also planned is a game based on the works of hit science fiction writer Isaac Asimov. *Kayleth* will be available in October on C64, Amstrad, BBC and Spectrum.

HEY, HEY WE'RE THE MONKEYS!

Martech has ventured deep into the jungle of licences to win the rights for a Tarzan game.

***Tarzan — Lord Of The Jungle* will be available from November on all sensible formats as well as MSX.**

The ancient loin-cloth hero has now successfully transferred to all media. In around sixty years Tarzan has appeared in books, films, TV shows and even records (remember *Tarzan Boy* by Baltimora?) *(It's not compulsory is it? — Ed).*

Martech was in negotiations with the Edgar Rice Burroughs company for several months before persuading it to hand over the licence.

"All that bananas"

"We had to sign absolutely enormous contracts, but it will be worth it because *Tarzan* is bound to be the number one Christmas hit," Martech boss David Martin told *BANG*.

He added that the game involved "all the traditional Tarzan-type things like monkeys, quicksand, hunters, elephants and all that bananas".

It will be simultaneously released on all formats costing £8.95 except Spectrum which is a pound cheaper.

TARZAN: The most famous man ever to wear a nappy

64C: Thanks a bundle?

Realising that expensive add-ons can ruin a machine's popularity, Commodore is providing a Spectrum-like deal for its new 64C.

For £249.99 a package of games, cassette deck, mouse and machine will be offered similar to the bundle deals offered on Spectrums in shops such as Dixons.

Monopoly

Included will be *Cluedo, Monopoly, Scrabble, Chess, Renaissance, Pitman's Typing Tutor* and a graphics package. It is not clear which cassette deck will be included but it is thought to be the C2N.

The new machine is the same as the popular C64 but has been re-designed because the original model is now four years old. A spokesman told *BANG*: "This new restyled version very definitely — if not more so — takes off where the C64 left off."

Shortly

The 64C on its own will cost £199.99 and should be available shortly.

THE 64C: Being bundled

Newsagents

As you know, *BANG* is undoubtedly the finest publication in town. Consequently, it sells ot very fast each week.

So could you please reserve-copy/copies for

every Wednesday?

MANY THANKS!!

SOMETHING FAIRLY similar to this will be launched by the Amstraddified Sinclair Research this week at the *PCW* Show.

It's the Spectrum 128 Plus Two, which comes complete with Alan Sugar's promised "glued on" datacorder in a delicate shade of grey.

Broadly the same

It'll hit the high street shortly — probably by the time that you're reading *BANG* issue II — and will leave you with 5p change from £150.

Other than the datacorder, the Plus Two is broadly the same as the existing Sinclair 128. Good news: twin joystick ports. Bad news: these are likely to be non-standard.

(Pologies about the pic quality, by the way. The thing had to be smuggled out of Amstrad by out sister trade paper* CTW, *and consequently looks a bit worse for wear.)

IN A SPIN

Vortex — publisher of *Highway Encounter, TLL* and *Cyclone* — is to release its first game since teaming up with US Gold.

Revolution will be available from the end of September with all sales and marketing done by the software giant.

Layers and puzzles

The game concerns climbing a number of layers and solving each layer's four puzzles in a limited time. The layers and puzzles present in the game are chosen randomly by the computer from the program's "library".

Boss Luke Andrews told *BANG*: "We feel that we have always come up with good original games but we are only a small concern. With the market shifting to Europe and the rest of the world it would have been difficult to continue as we were."

Revolution

Revolution will be available on the Spectrum and Amstrad retailing at £9.95 (cassette) and £14.95 on Amstrad disk.

SMALL BANG ADVERT

This is a small *BANG* advert. We're being quite upfront about it. No subtle selling. It'll give you a good reason to buy *BANG*. Here goes.

This issue of *BANG* is 48 pages. Each page is twice the size of any other computer mag (cynics: try it). Therefore, it's equivalent to 96 pages of other mags.

***BANG* is weekly. It has four issues each month, unlike monthlies. Four times 96 is 384 of monthlies' page size.**

Logically, you should buy *BANG*.

End of advert.

See you next week.

NAME THAT TUNE — ER, VIDEO... — ER, GAME...

BANG readers have been asked to help name a pioneering new joint computer / music / video scheme.

Officially, the thing is dubbed "The world's first interactive pop video album". Based on computer generated images being incorporated into video, it'll mean — for example — that you can dance along with the video of Phil Collins singing *You Can't Hurry Love,* should you wish.

Elvis Sputnik

The 'thing' is being developed by former Automata man Mel Croucher in conjunction with Activision's boss Rod Cousens. Their new company — called Scorpio Interactive — will make its public debut at this week's *PCW* Show.

So far, Phil Collins, Dire Straits, David Bowie, Spandau Ballet, Elvis Presley, Sigue Sigue Sputnik, Pink Floyd *(Who they? — Ed),* and Godley and Creme have already been tied up for Scorpio's venture. Software houses such as CRL have also expressed strong interest.

But Croucher's problem is coming up with a name for the idea — interactive pop video album being a bit of a mouthful.

Snappily suitable

BANG readers are thus entreated to come up with something snappily suitable, and there'll be an appropriately amazing prize.

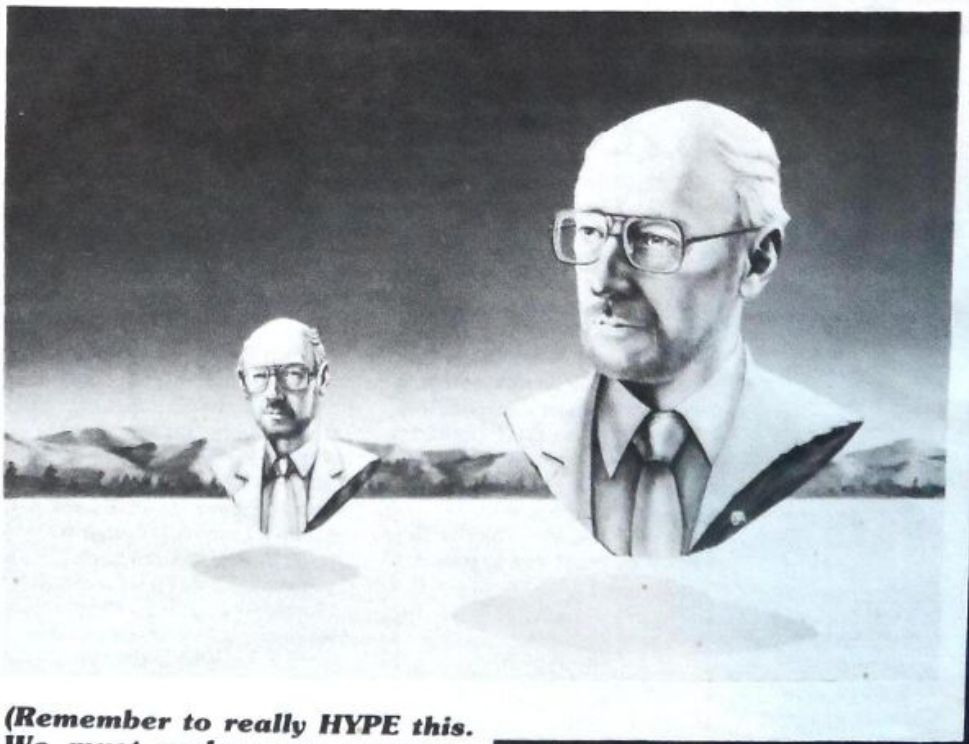
When it eventually emerges — and Croucher cannily refuses to predict a date — the 'thing' will "not be more expensive than the best software around now".

Nearly finished

Any necessary peripherals — and some may need some form of modulator — "will not cost more than most joysticks".

Croucher burning the candle at both ends in an attempt to find a decent name for his computer / video / music thing

SIR CLIVE TALKS TO *BANG*



(Remember to really HYPE this. We must make sure everyone knows BANG'S got a Sinkers interview in Issue III — but don't tell 'em when — Ed)

FLOATING THIS WAY SOON!

ZEN AND THE ART OF COMMODORE MAINTENANCE

"What's next, Zen?"

He is a thwarted writer of musicals. He is a jogging part-time Zen Buddhist. And he sold his first micro to a stuffed bunny manufacturer in Cambridge.

All these weird details emerged last week about Commodore UK's boss, Chris Kaday.

Ailing Giant around

He's the man who's been trusted with the nasty task of slashing CBM UK's overheads (aka sacking staff, closing premises) in an attempt to help turn the ailing giant around.

Recent figures show that globally, the firm lost $350,410.96 per day *EVERY DAY* for the year to the end of June.

Kaday's personal details cropped up in a remarkably candid interview with business trade paper *Computer Weekly*.

Dropped their instruments

The musical venture very nearly came off. Kaday had written it and it was half-way through production in 1980 for BBC 2 when the musicians dropped their instruments and walked out.

Other musical encounters followed. "I used to play the sitar with a Sikh musician who spoke little English. He could only say 'stop', 'go', 'you are my brother', 'I love you' and 'I give you everything'. That was all we needed — it got us through everything," Kaday relates.

The bunny tie-up was for a 16k machine — *costing £9,000* — to look after the stuffed bunnies in the warehouse.

Shredded and relocated

As for jogging, Kaday manages 30 to 40 miles each week, during which he solves Commodore's problems. Presumably, he can cut down the mileage now that CBM UK has been shredded and relocated in a Maidenhead building just one fourteenth the size of its old place in Corby.

Kaday also "dips in and out" of Zen Buddhism. "It helps you control your emotions rather than have them controlling you. I was starting to be destroyed through work through enormous pressures."

Ironically, now that CBM UK has been slimmed down to just 50 people, Kaday will presumably have more to do. But where previously it was all costings and cut-backs and closures, his work now will be attempting to persuade the populace that the brilliant-but-over-priced Amiga really is worth buying.

High-de-high

Ocean's cheque book has been let loose again to snap up the licence for British film *The Highlander*.

The game will have the same title and is earmarked for an October launch – as opposed to the film which should be on national release this week.

Sean Connery

It will be an arcade adventure following the film's plot of two immortals battling over four centuries. The film itself stars Sean Connery and Christopher Lambert and has the dubious distinction of a Queen soundtrack.

***The Highlander* will be launched on the Spectrum, Amstrad and C64 at £7.95, £8.95 and £8.95 respectively.**

Sean Connery impersonating a peacock

WIN! CD player!

BANG always has the bestest comps!

Everyone knows that a compact disc player (CD to those in the know) produces the greatest sounds you'll ever hear. But you didn't know that you could win one by entering our easy to enter competition! It's one of those flash Japanese players that's worth about £200 and given to us by those awfully nice people at Edurance Games. They're the ones who want you to punch and kick your friends all over the world in *International Karate* (Spectrum, Amstrad, MSX and soon C16) and manage your favourite team in MSX *Football Manager*. (*OK, That's the obligatory plug over. Get on with it – Ed*). We'll tell you more about this amazing prize next week but until then drool over the thought of a CD player that will plug into your Hi Fi and amaze your friends with its auto repeats and programmable track selection.

***BANG* Compact Disc Competition Week 1 (TOKEN GESTURE)**

How To Enter

Our fantastic CD competition is in three weekly parts. This week you'll find the first of three questions and a coupon. Next week, we'll print question 2 and a second coupon. In *BANG* 3, we'll repeat the first two questions and give you the final teaser.

All you have to do now is work out the answer to question one (it's an easy one to get you started) and cut-out and keep the coupon.

QUESTION 1.

Endurance Games was not the original publisher of *International Karate*. Who was?

Part 2 next week . . .

PLAY BALL!

GAMESTAR™ KICKS OFF IN UK

In the US one company is hailed as the champion of sports simulation "Gamestar". Many software labels have developed sports games, but GAMESTAR is the only company devoted exclusively to producing ultra-realistic, challenging sports action. Now GAMESTAR is available in the UK for computer games players who like their sports software to be true-to-life, full action recreations of the real thing.

TWO-ON-TWO

Gamestar action in the UK starts with a great line up of titles. Championship Basketball (Two-on-Two) really takes up where the best of the rest leave off – it's the first and only computerised basketball game with two-on-two team action! With a four division, 23 team league you come all the way through the playoffs to the championship itself.

GOLFBALLS OR BASEBALL?

Championship Golf puts you on the tee-off at Pebble Beach in the Golf simulation to beat them all. Accurately reproduced from topographic maps of Pebble Beach itself with full club set, overhead views, putting and beautifully detailed greens and fairways; Championship Golf makes you work for every inch!

If bat and ball is your favourite; Championship Baseball takes you out to the ballgame! With a unique behind-the-plate perspective on the action, Major League animation, four division league play, do or die play offs and a Championship series, Championship Baseball gives all the depth and drama that make baseball the American national pastime.

stop press... GAMES FOR ALL SEASONS

Sport software fans, especially US Football lovers – look out! Gamestar has all you and your computer will ever need – coming soon!

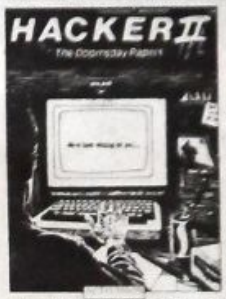
NEW TRIO FROM ACTIVISION

ENTERTAINMENT SOFTWARE

HOWARD THE DUCK WINGS IN

From cult comic strip hero to movie star – and now an action packed computer game from Activision. In the movie Howard is befriended and helped by two youngsters – now he has to rescue them from a volcanic island full of peril. Howard has his Quack Fu skills, his jet-pack, his microlite, lazer and *you* to help him! Its more fun than humanly possible!

WORLD PEACE THREATENED – ARE YOU HACKER II?



With the Russians holding the Doomsday Papers, the West is in great danger. The Doomsday Papers must be stolen from a military complex in Siberia – but the only way in is via a computer. The US Government needs a very special person to help – are you the Hacker they need? Find out – in Hacker II from Activision.

ADVENTURERS DREAM – TOURISTS NIGHTMARE

A missing Grandfather – and a totally radical dimension – that's Tass Times in Tonetown from Activision, an outrageous journey into an alternative reality. Tass Times in Tonetown, not for Jonboi Waltune's, but for Adventurers with Tone, is one of the first releases from brand new Activision Adventure label ADVENTS.

Tass Times in Tonetown also features a joystick controlled menu of game options eliminating the need for excessive keyboard use yet giving a full array of command options – and endless fun!

stop press...

As we go to press – news of two new sensational releases from Activision!

LABYRINTH

You are a captive in another world . . . the world of the Labyrinth. A twisting, turning place of seemingly endless mazes and corridors. Your travels through the Labyrinth can lead to anything – the Goblin King, the riddle-filled Wise Man, an armed goblin guard . . . or, perhaps, a very dead-end. In this world, you have only your wits to help you solve the many puzzles and mysteries that you will encounter. But you must hurry, you have only 13 hours to unlock the secrets of the Labyrinth, or you'll be enslaved forever.

THE TRANSFORMERS: BATTLE TO SAVE THE EARTH!

Activision announce *The Transformers: Battle to Save the Earth*, an action-packed computer game based on the incredibly popular Transformer toys.

Designed by David Crane, creator of the megahits *Ghostbusters, Pitfall!* and *Pitfall II. The Transformers: Battle to save the Earth* is a spectacular action game featuring actual Transformer characters in an all out battle adventure.

You must help Rodimus Prime unravel the evil Decepticon plot, and use the Autobots to stop them from stealing enough energy to destroy the Earth. Using strategy, speed and skill you control eight Autobot characters including Kup, Blurr, Cliffjumper, Hotrod, Hound, Pipes and Bumble-bee. Each of your Autobots has his own strengths and abilities that you must match to each battle as you try to outwit and fight off the Decepticons.

* *Gamestar products are available for a variety of machines including Commodore, IBM, Atari ST and Amstrad.*
* *The Infocom Interactive Fiction Range is available for Commodore, Amstrad, IBM, Atari ST, Apple, Mac and Amiga.*
* *Activision Entertainment Software runs on all popular home micros including Commodore, Atari ST, Sinclair, IBM, Amstrad, Amiga, Apple and Mac.*

SEE US AT PCW SHOW
Stand No. 1417
Ground Floor, National Hall, Olympia.
3rd–7th September.

LEATHER GODDESS SHOCK HORROR!

LEATHER GODDESSES OF PHOBOS™

The Leather Goddesses of Phobos are coming, hellbent on turning the Earth into their private pleasure playground.

Leather Goddesses of Phobos is one of the latest releases from Interactive Fiction masters Infocom; a bawdy, rowdy, rousing and very amusing romp across the solar system!

In this interactive comedy, you're kidnapped from Joe's Bar in Upper Sandusky, Ohio by the evil Leather Goddesses of Phobos.

If you succeed in escaping their clutches, you will experience an oddysey the like of which you have never imagined. With your loyal friend and a fellow earthling by your side, your mission is to collect the bizarre materials needed to ultimately defeat the crazed beauties and save humanity!

With three naughtiness levels – Tame, Suggestive and Lewd, and male or female playing modes, Leather Goddesses of Phobos will thrill first timers and experienced players alike. There's even a 3D comic book and scentsational Scratch n' Sniff card to help you!

MOONMIST™

GOTHIC MYSTERY

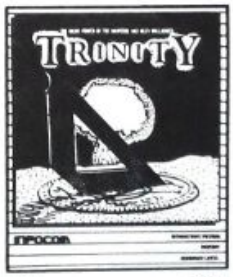
Ghoulies, ghosties and things that try to bump you off in the night are just some of the perils that await in Moonmist – the new Interactive Gothic mystery from Infocom.

Who is the spectral White Lady? What really happened to the supposedly drowned lover of your friend Tamara's fiance Lord Jack Tresyllian?! And why is the butler so very helpful?

As you explore Tresyllian Castle you'll need all your skills as a sleuth to hunt down the ghost and discover the castle's secret treasures. Designed with the novice in mind Moonmist is an excellent introduction to Infocom Interactive Fiction.

BIG BANG

As a tourist in London you are seconds away from annihilation as a nuclear weapon heads towards the City. You are doomed . . . unless you slip through a magical door in another time, another dimension . . . So begins your adventure in TRINITY from Infocom. Written with painstaking historic accuracy by Brian Moriarty TRINITY takes you on a fantastic journey back through time via a fantastic secret universe – the doors to which have been opened by each atomic explosion in history. Criss crossing time and space on a plane between fantasy and reality you arrive in New Mexico on July 16th, 1945, seconds before the worlds first ever atomic explosion, codenamed TRINITY. History is about to take place . . . or will you alter it?



TRINITY™

INFOCOM™

Bum deal?

Bug Byte has hit rock bottom with its latest promotional idea — designer underpants.

The Argus budget label will advertise Bug Byte merchandise on all forthcoming game inlay cards — that merchandise being T-shirts and pants.

"They were designed by a twelve-year-old called Mark Taylor who comes from Solihull. We have taken his logo and stuck in on with the words 'bite me'," Argus' Peter Holme told *BANG* "Of Course the design is on the back of the underpants and this a new project called low profile promotions," he added. Both T-shirts and underpants retail at £3 and are available direct from Bug Byte.

Crap game

The current flagship of the Bug Byte range is *Miami Dice* which is based on the American gambling game called craps. Holme added: "I'm sure you can think of lots of jokes about it, but we like to have fun and this is a fun game."

Push pineapple

Activision's latest title *Hacker Two* has been hit by claims from wits that it is based on the Black Lace hit *Aga Do*.

Group dance scenes were interrupted at Activision's London office when the news broke that senior staff had been seen pushing pineapples, as in the song.

Marketing manager John Phillips told *BANG*: "I'll have to phone you back — this has pretty crucial ramifications for the future of the entire industry."

PHILLIPS: "Aga do do push pineapple"

Concerning payment to Black Lace for the *Aga Do* licence, an irate Phillips replied: "It didn't cost anything you twit. In fact, Tony Orlando is a personal friend and I wrote some of his greatest hits — *I'm Going To Leave Old Tunbridge Wells, Falling Off The Dock Of The Bay* and *When You Smile At Me I Can See What You Had For Tea*."

On whether there would be a twelve inch version to go with the "multiple format" release he answered: "That's rather a personal question."

Phillips then attempted to plug his band Rat Ronk an the Rat Ronk Show Band but *BANG* will not succumb to this type of marketing puff. (*That's no way to refer to Phillips—Ed.*)

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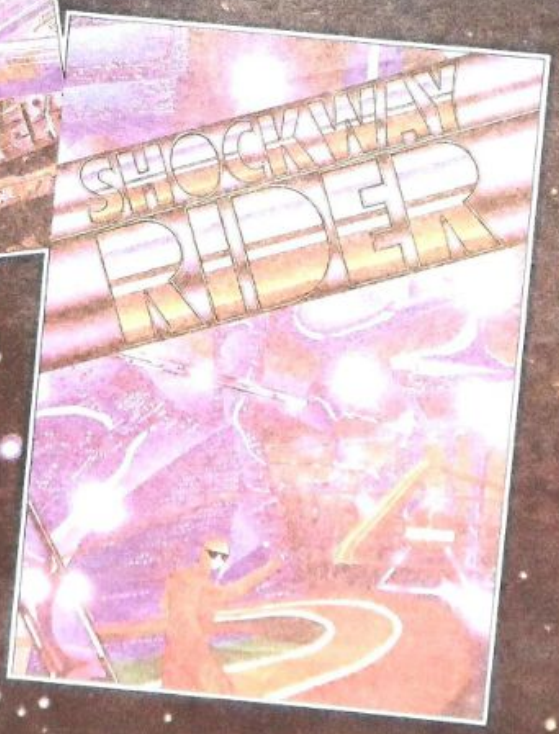

SHOCKWAY RIDERS are the pick of the street gangs - **ATHLETIC, AGGRESSIVE & ARROGANT** - as they cruise along the triple-speed moving walkways that circle the great **MEGACITYS** of the 21st Century.
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REALLY USEFUL FACT

Flies take off backwards

COMIC HEROES COLLIDE

Computers and comic characters seem to be linking up all over the place at the moment. No sooner has Superman reappeared as a budget cheapie than Virgin has launched Dan Dare and Piranha has snapped out Rogue Trooper. But who are these people? *STUART DINSEY* sorts out his Mekons from his Genetically Engineered Infantrymen.

Question: What do you get if you cross a blue-bodied mohican with a squeaky clean blonde-haired pilot? Answer: You get one hell of a clash between two of the comic world's greatest heroes; Rogue Trooper and Dan Dare.

The mags that these two zappers have come from are *2000 A.D.* and *The Eagle*. *2000 A.D.* has been around for nearly ten years (shouldn't it be called 2010 then?) but is still a mere baby in comparison with *The Eagle*.

Both heroes are of course fighting for good and justice and all that stuff, but Dan Dare is way ahead as far as going by the rules is concerned – perhaps this has something to do with *The Eagle's* instigator being a vicar. Rogue Trooper is as mean as they come and will sink an evil Nort whenever he gets the chance.

Efficient Chips (Geddit?!)

Rogue is an inhabitant of Nu Earth which is caught up in perpetual war between the north and south. He is the last of the G.I.s – Genetically Engineered Infantrymen. Perhaps that accounts for his blue form . . . and just catch those *eyes*! Although he is the only G.I. in working order he has the help of three others who were killed, Rogue kept the 'bio-chips' of his three dead buddies and managed to slot them into three pieces of his equipment. Thus, his helpers are called Gunnar, Helm and Bagman.

Gunnar is in Rogue's gun, but of course, and is something of a big-mouthed pyschopath. He loves a good scrap and moans a lot. Helm provides protection and Bagman is perhaps Rogue's most important friend. He carrys disguises, ammunition, the war computer, the vid tape, G rations and Scum Sea survival kit.

It is all one hundred mile an hour stuff with plenty of blood and explosions. Of course the language is in *2000 A.D.* style, with "you can bet your chem boots" being just one version of a 21st century cliché.

Rogue Trooper is claimed to be only second in popularity to Judge Dredd and is really an up-dated version of the heroes of war comics such as Battle, Victor and Warlord – except of course he doesn't go on about "cups of char" as the British Army heroes tend to. It is not just machine guns and Jerries – this war has Lazooka units, pyscho clouds, Kashar drill probes, Nort decapitators and gases which conjur up images of spiders, serpents and beautiful girls.

The Eagle has taken off

Dan Dare also has his fair share of nasties to contend with, but of course his arch enemy is that little green man with a light-bulb head – The Mekon.

First issued in 1950, *The Eagle* was an overnight success – number one sold 900,000 copies. Darling of the comic was good old Dan, zipping about in his pilot of the future role.

His most famous enemies are the Treens – led by The Mekon – who inhabit the city of Mekonta. This city is on Venus and built on floating islands in an artificially calmed lake. Back in 1950 the Treens were described as "humourless scientific automatons who rule the northern half of the mystery planet". From then until the sixties Dan Dare and his trusty friend Digby were national heroes – boarding the Anastasia every week finding rocket ships, alien races and the like.

Dan Dare became more like Desperate Dan as sixties styles and kids tastes left him looking out of date. It got to a point where no-one was interested in someone who wore a normal looking officer's suit and had a tubby side-kick with grey hair.

The Eagle has always been well received by parents and teachers and by the sixties this had put kids right off. *The Eagle* disappeared – and it seemed for ever.

And with a single bound . . .

It was only thanks to Rogue Trooper's mag *2000 A.D.* that Dan was resurrected. He made a brief appearance in it in the late seventies and on 27th March 1982 *The Eagle* was re-launched. This was six months after Rogue Trooper's debut and thirty two years since Dan Dare's.

It is also worth noting that both comics are published by IPC – which was called Amalgamated Press when it took *The Eagle* over in 1961.

It seems that in the three years since his re-launch Dan Dare has once again become a firm favourite. *The Eagle* itself has become a very modern comic and each week carries computer news in Max's Micro Vault.

So who will win the battle for game supremacy Piranha's *Rogue Trooper* or Virgin's *Dan Dare*? It is yet to be seen if Dan will feel his age or Rogue's mohican will droop under the pressure. All you can do is wait . . .

DRUID

Firebird is best known for its budget software which, with titles such as *Thrust, Booty* and *Spikey Harold* is beginning to challenge the dominance of Mastertronic.

Now *Druid* heads up an autumn list of full priced games including an *Elite*-style vector graphics game called *Choela* and *Sentinel*.

Firebird's only previous full price success was the Spectrum, C64 and Amstrad conversions of the classic *Elite*.

Since then nothing.

Empire while possessing *Elite's* depth lacked the graphics and gameplay. *The Comet Game* was a disaster. Delays held up its release and poor gameplay dissapointed those who bought it. With 76 years till Haley's Comet returns, the game isn't likely to be re-released.

The C64 conversion of the BBC hit *Revs* enjoyed some success but for most *Druid* is Firebird's last chance.

If *Druid* doesn't live up to the hype and advertising then no one will take Firebird seriously as a producer of full priced games.

Will *Druid* herald in a new era for Firebird or will it seal its fate as a budget little brother to the other British Telecom companies Beyond, Odin and Rainbird?

Read on.

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DRUID
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SOMEWHERE in a tree lined garden are some steps. These steps lead down to an eight level dungeon. There you will find the object of your quest: four skulls created by the Princes of Darkness.

Your mission is to destroy them all.

You control a powerful Druid who can cast seven types of spells. Three are weapons (fire, water and electricity). The others are Key (to unlock doors, but of course), Invisibility, Chaos (to destroy the skulls) and a Golem that can be summoned to protect you.

The nastier the monster . . .

You begin your quest with fifty each of the water, fire and electricity spells that can be used to shoot the ghosts that swarm around you. As you explore the depths, you'll battle with beetles, skeletons, wraiths, slime monsters, snakes and devils.

Although the monsters don't shoot at you they will drain away your life energy. The nastier the monster the quicker the energy drain.

The weapon spells are more effective against some monsters than others. For example a single water spell will kill a ghost but it will take three to kill a beetle or devil. It takes three fireballs to despatch a devil but only one to kill a beetle or slime monster.

Just to confuse things, a single electricity spell will kill a devil but it takes two to kill a ghost.

Scattered throughout the levels are chests and pentagrams. The chests are usually guarded but are worth fighting for as they contain a selection of spells. For example a good haul might include 34 water, 57 fire, 29 electricity, one key, one Golem and a Chaos spell.

Seek out a Pentagram

Unfortunately you can only select one item before the Princes detect your presence and destroy the chest. Consequently you must plan carefully what to take from each chest. Although the contents vary dramatically (one chest only contains two water spells) the contents remain the same every game.

Should your energy be getting low you should seek out a pentagram which will revive you while you work out what to do next.

Below ground the action heats up with more monsters and energy draining traps and pools set into the floor. Here you will need a Golem that can either be controlled by a second player or ordered by you. This adds dramatically to the gameplay as you must guide the Golem around using it as a protective shield (the monsters are destroyed when they touch it) by issuing the commands wait, follow and send.

The graphics and gameplay are obviously inspired by the arcade machine *Gauntlet* with the result being a 3D battle for survival that will have you back for more and more.

HINTBOX

1. Don't be tempted by the spells in the first chest. (9 fire spells may come in useful but without the key you won't get any further).
2. Don't stand near water as this will quickly drain your energy. If you must go near it, move away as quickly as possible.
3. Learn to use the Golem spell as this is invaluable. For example it can be left in a doorway to keep out any monsters while you search for chests.
4. Map the positions of the chests and the spells they contain to ensure that you don't waste them. It's pointless taking 45 fire spells if you already have 80 as the maximum you can carry is 99.
5. Use the pause key between levels to take a break and to plan your moves as standing around only attracts monsters.
6. Remember where the pentagrams are and ensure you know the way back to one for when your energy gets low.
7. Don't make the mistake that something is safe just because the Golem can stand on it. After all, the Golem can stand in water.
8. While you move faster than the monsters the Golem doesn't, so take care not to leave him behind.

GOING

If the world's greatest adventures games' freak is anyone other than *GARRY MARSH*, then we're not too sure if we want to meet him. For Garry is an adventure nut. Here, in his first weekly column, he leaps into the netherworld.

GENESIS SAYS that God created the world in six days and on the seventh day he rested. Was it then, I ask myself, that adventure games were created? And is that what has occupied the Creator ever since – the ultimate adventure of life and death, here on this small mass we call Earth!

Is all the world a game – the people merely players, run by the greatest Dungeon Master of all, fighting an equal, though diametrically opposed rival?

Well, maybe.

But the scenario as we know it says that 'adventure' games began with the classic mainframe adventure *Colossal Cave*, still a classic in its own right, if only measured by the flattery meted out by its many mimics.

Yellow brick road

It takes a great talent to initiate originality and fortunately the area of adventure games has had a vast amount of talent programmed its way. Originality has been followed by innovation and as such adventures have developed, nay evolved, along a glorious yellow brick road, towards the domain of Homo Superior, somewhere in the city of Emerald Green, beside that elusive crock of gold.

Along the way home-computers have spawned vast quantities of die-hard-try-hard adventure writers. Of these are numerous examples of precious nuggets to be plucked from the colossal cave of more base material. Such names as Infocom, with its legendary *Zork* trilogy and perhaps more precious recent material in the form of the highly improbable *Hitch Hikers Guide to the Galaxy*, which leaves even the basic rule book of adventures lying in the mud, 'neath the tractor treads of a bulldozer.

Primordial soup-kitchen

We have witnessed the rise, from the primordial soup-kitchen, of Britain's best loved adventure software-house, Level 9 Computing, who have dared to improve on even *Colossal* itself and then go on to add a second and third part, with yet more games of their own devising following. He

UNDERGROUND

the labrynth of *Snowball* has not yet earned his right to return to Eden.

So far it may seem like name-dropping (*No-oh! Not at all! – Ed*), but fear not I have a great faith in quality games and some of the less well-known, even unknown, software-houses have written games well worthy of future mention in these glorious pages.

My interests lie in the adventures, not in the amount spent on advertising. I am constantly on the lookout for new scenarios, new storylines, new twists in the tale, more humour, more absurdity and above all *escapism from this multi-user rat-race, hell-bent on self destruction.*

Massively over the top

Let innovation reign; let your minds give forth and express yourselves. I am ready and waiting to explore the canyons of your mind.

Send forth your adventures, let reviews begin!

At which point a small packet drops through my letter-box.

I open it to find a disc-based game for the CBM 64/128.

Anything unusual you ask?

Well this appears to be a disc-based, text/graphic adventure called *The Labours of Herakles*, from an unknown software house, Tunstallsoft, retailing at only £5.95.

At that price for a disc-based adventure there must be a catch.

Adventuring forth

There is!

I have to go and venture forth and catch something called the Namien Lion, apparently as this mythical Herakles fellow.

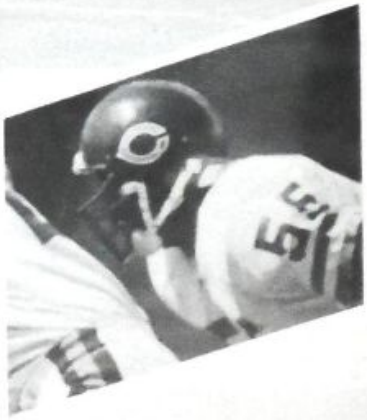
Well here goes!

A full review is promised in the near future. Meanwhile I have to go and find a net and a trident, whatever that is!

Some sort of rocket I expect!

Happy Adventuring
Garry Marsh

THE BACK STOPS HERE



American Football is *big* business. 127 million people watched the Chicago Bears destroy the New England Patriots by a record 46-10 scoreline to win Super Bowl XX, making it the biggest ever televised event. Next week the NFL's 28 teams set off on the trail that they hope will lead to Super Bowl XXI. You'll be able to watch the best of the action on Channel 4 and every week in BANG you'll find the latest results and a preview of the game to be shown on TV the following Sunday at 6pm.

If you're new to the game then read on as *Dan Bartelski* introduces the rules, the players and the teams that are all part of American Football.

American Football is, basically, a simple game that involves two teams of 11 players battling to get an oval shaped ball from one end of a 100 yard pitch to the other in order to score more points than the other side.

Points are scored by advancing the ball over the goal line, a touchdown (which scores six points) or kicking it through the goal posts to score a field goal (three points).

After a touchdown the scoring team attempt an extra point by kicking the ball through the posts from close range. Finally if a player is tackled in the 10 yard area behind his own goal line (known as the endzone) the other side score a safety which is worth two points.

In last year's Super Bowl, Chicago scored five touchdowns (all with extra points), three field goals and a safety outscoring New England's one touchdown and one safety.

Down time

American Football although derived from Rugby isn't a free for all affair but takes place in a series of separate plays called downs.

Each team has four downs to move the ball at least 10 yards. If they make the yards within the four downs then they get another set of four to make another 10 yards and so on until they score a touchdown. If they fail, then possession passes to the other side who then get a chance to attack.

The game begins with one side kicking the ball as far down the field as possible where it is caught and run back up the field by the catcher until he is tackled. Then the players line up for the first series of downs.

The players take up their positions on either side of the ball or line of scrimmage. On a signal the ball is "snapped" to the Quarterback who is the nerve centre of the attack.

He will then do one of three things. He may either hand the ball to a Running Back who will then try to "rush" with the ball as far as he can before being tackled. Alternatively, the Quarterback can pass the ball forward to one of his "receivers" who have run down the field to a preset position. If the pass is caught then the receiver can run on as far as he can.

Some pass plays have been known to make as much as 50 yards!

If the pass is dropped the play is deemed "incomplete" and the attacking side loses one of its downs.

Finally the Quarterback may decide to run or "scramble" himself. Indeed, in the last Super Bowl Chicago's Quarterback Jim McMahon scrambled to score two touchdowns!

If the offence don't think they are going to make the ten yards they can simply kick ("punt") the ball as far as possible where the other team will start their attack.

The opposing teams defence naturally try to stop them. They field a selection of players trained to stop runners and intercept passes and even a few, whose job it is to catch and dump the Quarterback before he releases the ball. This is known as a sack and usually leads to wild celebrations. These Americans: so excitable.

That's basically it. Every play you'll see will be some variation or combination of rushing and passing with the defense trying to stop them making those 10 yards.

An American Football game is only 60 minutes long and is split into four 15 minute quarters.

So why does it take over three hours to play a match?

The answer lies in the fact that the game is stopped every time the ball goes out of play, after an incomplete pass or a rule infringement. In addition each team has three timeouts each half with which they can stop the clock.

To add to the importance that time carries in football, a special two minute warning is blown at the end of each half (2nd and 4th quarters). During these two minute spells almost anything can happen.

Eat to the beat

The teams coaches even have separate tactics or moves to ensure that every rush or pass finishes out of bounds so stopping the clock. On the other hand there are also time consuming moves that eat up the time leaving the other side little time to score or perhaps equalise.

If the scores are tied at the end of the game then a sudden death overtime is played.

Seven officials keep an eye on all that is happening during a game. It is the referee who informs the players and crowd of any penalties or infringements and he is assisted by an umpire, head linesman, line judge, back judge, field judge and side judge.

All penalties are punished by a loss of yards ranging from five for a minor infringement such as offside to 15 yards for more serious fouls such as pulling someone down by their facemask.

The result of a penalty can have a dramatic effect since it can give first down yardage to the offence or leave them the almost impossible task of making 25 yards in just three downs.

Each NFL team actually has 45 players that are loosely split into three teams or units: the offensive unit, defensive unit and special team who are brought on for kick offs and punts (both taking and returning). Although only 11 players are allowed on the field at any one time, players are substituted frequently to play out the coaches tactics.

The brain of the offence is the Quarterback. He often calls the plays (decides what to do) and must be quick and clever. Top quarterbacks include Chicago's Jim McMahon, San Francisco's Joe Montana and Miami's Dan Marino.

Star running backs Marcus Allen (L.A. Raiders) and Walter Payton (Chicago) illustrate all a running back needs to be. They are quick, strong and have the ability to change direction mid-stride to evade pursuing defenders.

Tall, heavy — and very tough

The wide receivers are often ex-Olympic sprinters who must race downfield, evade defenders and catch a ball — all in a matter of seconds.

The offensive linemen are without exception tall, heavy — and very tough. Their job is to force openings for the running backs to run through or to protect the quarterback until he has passed the ball.

Finally the tight end is a jack of all trades sometimes blocking defenders or rushing with the ball. Frequently, they act as back up receivers if the wide receivers are covered.

Big tackles and linebackers

On defence there are players to counteract any threat the offence may pose. There are big tackles and linebackers to stop running plays and sack quarterbacks and faster cornerbacks and safeties to intercept passes.

The most famous defensive tackle is Chicago's William "the refrigerator" Perry.

A team is completed by a specialist kicker and kick return team as well as the cheerleaders to build up a crowd to intimidate the opposition and the coaching staff that devise the teams tactics.

28 teams form the National Football League which is split equally between two conferances, the National Football Conference and the American Football Conferance. These are further divided into the East, West and Central divisions.

Each team plays 16 regular season games in a complicated fixture program devised by computer planned to let everyone play all the teams at least once every five years, ensure that a team plays the others in their division twice and bias the remaining fixtures so that the better teams play each other to give the poorer sides a chance to make the playoffs.

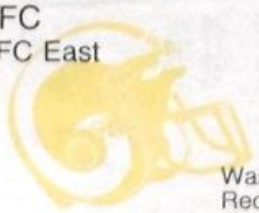
Add to that the fact that some divisions have four teams while the majority have five and you have a complex fixture list.

At the end of the 16 week regular season the division champions and the two next best teams from each conference (the "wild card teams") meet in a knockout competition known as the playoff. Then finally, only one team from each conference remain to fight for the Super Bowl.

A team by team preview to the 86 season.

NFC

NFC East



Dallas Cowboys
Head Coach Tom Landry and Quarterback Danny White have never got on. More friction this year could cost them the playoffs despite the efforts of running back Tony Dorset and star defenders Randy White and Ed "Too Tall" Jones.

New York Giants
Favourites for the division title, a Giants team led by Quarterback Phil Simms could go all the way to the Super Bowl. watch out for defensive linebacker Lawrence Taylor, opposing quarterbacks will.

Philadelphia Eagles
The Eagles lost more games than they won last year but now they have the coach who masterminded Chicago's Super Bowl defence.

St. Louis Cardinals
The Cardinals were disappointing last year after promising so much. More misery is in store as they fight to keep in touch with a strong division.

Washington Redskins
Now the Redskins have lost stars, John Riggins and Joe Theisman, their future rests on stand in Quarterback Jay Schroeder and running back George Rodgers.

NFC Central

Chicago Bears
The Super Bowl champions have lost defensive coach Buddy Ryan and face a tough season with everybody out to beat them. Only three teams have ever retained the Super Bowl. The Bears won't give it up without a fight.

Detroit Lions
Being in the same division as the Bears won't be easy. They might contest second place but they won't reach the playoffs.

Green Bay Packers
At the end of the 85 season the Packers had four Quarterbacks. Head Coach, Forrest Greg, will have to resolve that one before the Packers have any chance of challenging the Bears.

Minnesota Vikings
The Vikings lost five games by less than a touchdown last year. If they could tighten up the defence . . . who knows?

Tampa Bay Buccaneers
All the way with Tampa Bay? Not this year but look out for a few shock results.

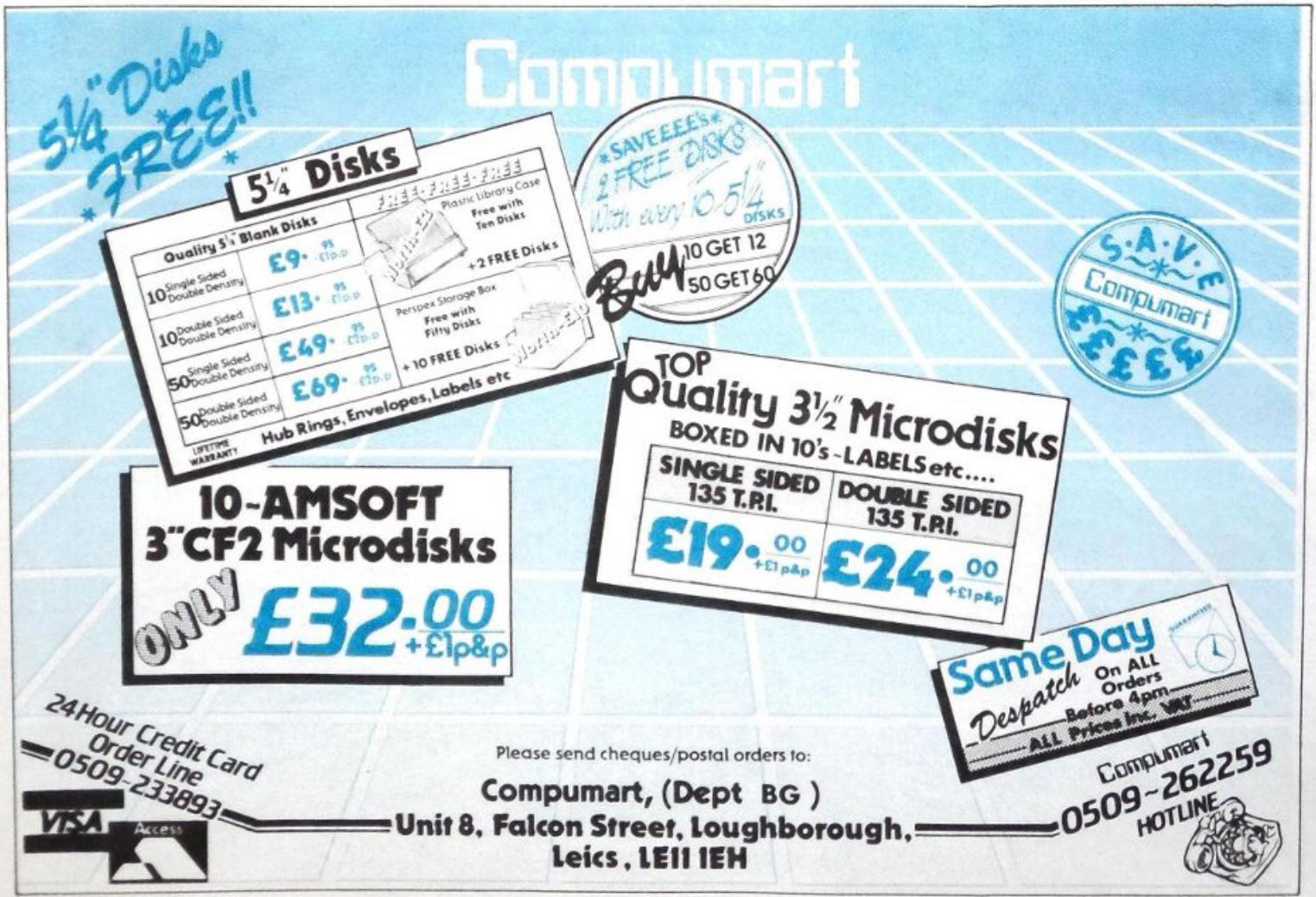
NFC West

San Francisco 49ers
Now the pressure is off, the 49er's Quarterback Joe Montana could steer them back into the big time and a championship clash with either the Bears or the Giants.

New Orleans Saints
The Saints new Head Coach Jim Mora will have his work cut out but one thing he won't have to worry about is the playoffs.

Los Angeles Rams
Inconsistent play spoilt what could have been a great season for the Rams. If the 49ers return to form they won't get another chance.

Atlanta Falcons
The Falcons poor defence and toothless offence have already booked their place at the bottom of the division.



10 EVENTS THAT SHOOK THE WORLD !!!

Dear old MSX (with the accent on the dear and old)

In 1952, or thereabouts as makes no difference, 814 (or so) Japanese companies got together to produce a standard computer operating system. Called Microsoft Extended Basic, the clever Japanese contrived to abbreviate this to MSX.

Within just 32 years, they were ready to launch MEB or whatever it was called. South of France was the place. Silly choice: all the hacks (except for the spotty ones in anoraks) sat on the warm beach instead of looking at the over-priced MEB rubbish.

Their lack of interest was typical: MEB flopped. It was then relaunched. No one noticed.

Japan then went bust.

"Com-ex?" "Comsk?" No, it's pronounced "rubbish"

Recognise this unattractive beastie? Of course you don't; it's the deservedly, massively obscure Comx computer from '83.

Wildly optimistic fans of the company – those who could even pronounce "Comx", at any rate – suggest that it managed to sell 25 of them. That's 25 as in "Postpone that Porsche for a few more months, will you?", rather than "25K" misprinted.

Comx was sold by Computers For All. Unkind rivals suggested to the company that this should've been Computers For None. Recognising the sheer dumbness of the name and crassness of computer choice, it did the decent thing and promptly went bust.

Jupiter Cantab was a fine sounding company from the early days of computing which don't really mean anything.

But the firm behind the unforgettable Jupiter Ace *(What was it called? – Ed)* was the acknowledged great trend setter amongst Cambridge-based computer companies. What links Sinclair, Acorn, Oric, HH Electronics and NewBrain to Jupiter Cantab? They're all Cambridge-based computer manufacturers who cocked it up so badly that they're no longer in existence under their old teams.

Or no longer in existence full stop.

Jupiter Cantab went bust in, er, the early '80s, mainly because the Ace rab FORTRAN – computerish for "Don't Buy".

Still hanging around

Remember this cute little number? Back in the autumn of '84, a whole swathe of himanity (it says here) was waiting for Legend's boss John Peel to release his hugely hyped *Great Space Race*.

After an interminable delay whem many merry punters chewed their fingernails down past their elbows *(Zany satire! – Ed)*, this stale lump of a game finally pootled out. Deemed garbage by all sane people not called Peel, it stiffed.

TGSR now has a new life as a budget cheapie. Horrified at the news, Peel has hanged himself. (This bit isn't true: had to stretch to reach 100.)

Enterprise was undoubtedly the most gifted company ever to find itself in the home computer market. However, because it was a traveller from outer space, it had a curious, uneviable knack of doing the wrong thing every time.

Firstly, it cocked up its own name – which ruined its first launch. Set to go as Elan, the real Elan stood up and said no. Enterprise then briefly became Flan, presumably because Glan sounded stupid.

Then a whole load of horrible technical cock-ups hit, er, Nick Chip . . . er . . . rubbish software *(Get on with it – Ed)*.

Then Enterprise went bust, owing £8.5 million.

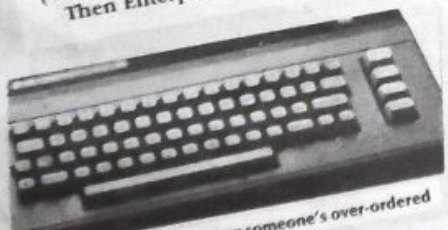
You cantab any more of dese . . .

Ah, the C5! This great usherer in of a new age of personal transport! A herald of a brave new world of perambulation!

Not quite. Britain not being the best country for such a vehicle, January not being the best month anyway, and Sinclair Research not having the best reliability, the C5 crashed out. No one wanted a souped-up surfboard.

The Beeb had the smart idea of getting famous motorman Graham Hill to road-test it. His C5 collapsed, exhausted within minutes.

This then caused the immediate and complete destruction of the British car industry *(Are you sure about this? – Ed)*.



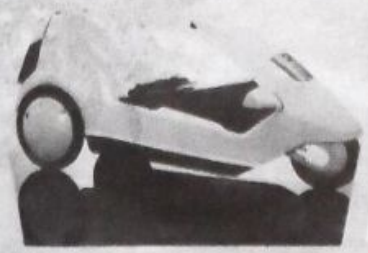
See 16 of these and you know someone's over-ordered

Once upon a time, Commodore wanted to see how gullible the public was. So it launched a machine called the C16 which wasn't even the slightest bit compatible with the C64 – not even on a good day.

The public – being gullible, but not *that* gullible – stayed away in their droves. Computer counters were forsaken so C16s couldn't be bought accidentally.

Consequently – and curiosly like others in this series – the C16 flopped. Then Dixons sold it at £1.84p or something silly and the credulous public bought quite a few.

Commodore thus proved the public gullible, lost money and *nearly* went out bust.



Amstrad chairman Alan Sugar saved the whole computer industry by selling a lot of computers.

His tale is legendary: starting at 4.00 in the morning, he began selling his computers dahn the East End from the barrow that he'd built himself.

Within nanoseconds, he'd latched onto the silly industry habit of calling computers by dull numbers when he launched his CPCPCPC 464646464 thing. There then followed many other interestingly numbered machines.

Then he moved to Brentwood, made trillions, bought Sinclair, beat IBM and is waiting for his knighthood.

Sugar has not even faintly gone bust – unlike others in this series.

AFC

AFC East

Miami Dolphins
Quarterback Dan Marino will lead Miami's formidable offence but will their suspect defence cost them the Super Bowl?

New York Jets
Quarterback Ken O'Brien can both win and lose games. His form will decide whether the Jets will challenge Miami.

New England Patriots
New England surprised everone but Chicago last year to reach the Super Bowl. Things will be tougher this year.

Indianapolis Colts
The Colts now have Dallas backup Quarterback Gary Hogeboom (this is a serious name?!–Ed) but will remain at the lower end of the table.

Buffalo Bills
The NFL is full of winners and losers. The Bills will, once again, be among the losers.

AFC Central

Cincinnati Bengals
The slow starting but strong finishing Bengals could challenge for the title of this weak division.

Cleveland Browns
Berni Koser (Quarterback) will have to be on top form to help the Browns beat off the Bengals. 10 wins will probably win this division.

Houston Oilers
Canadian star Quarterback, Warren Moon, will have to inspire the Oilers if they are to improve on their recent dismal form.

Pittsburg Steelers
This great team of the seventies has enough problems to keep it out of the playoffs. These will have to be solved before the good times return.

AFC West

Denver Broncos
If John Elway (Quarterback) can play as well as he should the Broncos will be challenging for the AFC Championship.

Kansas City Chiefs
Another poor team caught in a strong division. Against teams like the Broncos, Raiders and Seahawks, the Cheifs have no chance.

L.A. Raiders
Star players like Marcus Allen, Lyle Alzado, Todd Christensen, Mike Haynes and Lester Hayes will keep the Raiders mean and dangerous. They still need a replacement for Quarterback Jim Plunkett (starting his third comeback) before the real glory returns.

San Diego Chargers
In 1982 they had the best offence in football history. Led by Dan Fouts (Quarterback) and receiver Wes Chandler and Charlie Joiner it is still formidable. The defensive line needs strengthening before the playoffs are a certainty.

Seattle Seahawks
Running back Curt Warner and wide receiver Steve Largent will have to be on top form if they aren't to come third behind the Raiders and the Broncos.

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Mail Order: Payment by Cheque, P.O., Visa or Access. 24 Hour Credit Card Service: 0322 522631. Telex: 892758 ANCO G.
Screen shots in this advert are for CBM 64. Other versions may have different screen shots making the best use of the graphic capabilities of each format.

CHARTS

***ACE* flies up to No. 1**
BUDGET — Mastertronic dominates
C64 — *Hole in One* slays the *Dragon*
C16/MSX — *Speed King* stays ahead
BBC — *Psycastria* zooms in behind *Thrust*
SPECTRUM — *Master of Magic* appears at no. 3
***KUNG FU MASTER* — chopped down**

GAMES 50

1	(2)	**ACE**	Cascade
2	(1)	**GHOSTS AND GOBLINS**	Elite
3	(4)	**GREEN BERET**	Imagine
4	(3)	**DRAGON'S LAIR**	Software Projects
5	(12)	**PARALLAX**	Ocean
6	(9)	**YIE AR KUNG FU**	Imagine
7	(5)	**LEADERBOARD**	US Gold
8	(6)	**JACK THE NIPPER**	Gremlin Graphics
9	(—)	**DYNAMITE DAN 2**	Mirrorsoft
10	(8)	**KNIGHT GAMES**	English
11	(—)	**MIAMI VICE**	Ocean
12	(7)	**KUNG FU MASTER**	Data East/US Gold
13	(11)	**STAINLESS STEEL**	Mikrogen
14	(17)	**THEATRE EUROPE**	PSS
15	(—)	**KNIGHT RIDER**	Ocean
16	(21)	**INTERNATIONAL KARATE**	System 3/Endurance
17	(23)	**ELITE**	Firebird
18	(18)	**COMMANDO**	Elite
19	(16)	**MERCENARY**	Novagen
20	(15)	**TAU CETI**	CRL
21	(29)	**WAY OF THE TIGER**	Gremlin Graphics
22	(32)	**GRAHAM GOOCH TEST CRICKET**	Audiogenic
23	(13)	**CAULDRON 2**	Palace
24	(10)	**SECOND CITY**	Novagen
25	(26)	**EXODUS ULTIMA 4**	US Gold
26	(20)	**BOMBJACK**	Elite
27	(37)	**FOOTBALL MANAGER**	Addictive
28	(30)	**SPEECH**	Superior
29	(22)	**WINTER EVENTS**	Anco
30	(36)	**WINTER GAMES**	Epyx/US Gold
31	(24)	**SABOTEUR**	Durell
32	(—)	**PSYCASTRIA**	Audiogenic
33	(35)	**SILENT SERVICE**	Microprose/US Gold
34	(27)	**IAN BOTHAM'S TEST CRICKET**	Tynesoft
35	(40)	**TRAP**	Alligata
36	(—)	**KING SIZE**	Robtek
37	(—)	**THEY SOLD (2)**	Hit Squad
38	(28)	**BATMAN**	Ocean
39	(—)	**MONOPOLY**	Leisure Genius
40	(—)	**MISSION A.D.**	Odin
41	(—)	**JOHNNY REB 2**	Argus Press
42	(49)	**SUMMER GAMES 2**	Epyx/US Gold
43	(41)	**BOGGIT**	CRL
44	(43)	**COMMONWEALTH GAMES**	Tynesoft
45	(—)	**TENNIS**	Imagine
46	(49)	**STEVE DAVIS SNOOKER**	CDS
47	(31)	**SOCCER**	US Gold
48	(—)	**GRAPHIC ADVENTURE CREATOR**	Incentive
49	(—)	**NEXOR**	Design Design
50	(—)	**LORD OF THE RINGS**	Melbourne House

SPECTRUM 20

1	(2)	**Ace**	Cascade
2	(1)	**Video Olympics**	Mastertronic
3	(—)	**Master of Magic**	Mastertronic
4	(—)	**Dynamite Dan II**	Mirrorsoft
5	(9)	**Molecule Man**	Mastertronic
6	(4)	**Ninja Master**	Firebird
7	(6)	**Jack The Nipper**	Gremlin Graphics
8	(5)	**Ghosts and Goblins**	Elite
9	(3)	**Universal Hero**	Mastertronic
10	(7)	**Full Throttle**	299 Classics
11	(8)	**Kung Fu Master**	Data East/US Gold
12	(12)	**Green Beret**	Imagine
13	(10)	**Stainless Steel**	Mikrogen
14	(11)	**Rebel Star**	Firebird
15	(13)	**Kane**	Mastertronic
16	(16)	**Theatre Europe**	PSS
17	(15)	**Skooldaze**	299 Classics
18	(14)	**Bobby Bearing**	The Edge
19	(—)	**Buccaneer**	Firebird
20	(17)	**Knight Tyme**	Mastertronic

COMMODORE 20

1	(10)	**Hole In One**	Mastertronic
2	(1)	**Dragon's Lair**	Software Projects
3	(6)	**Parallax**	Ocean
4	(2)	**Leaderboard**	US Gold
5	(4)	**Ghosts and Goblins**	Elite
6	(7)	**Miami Vice**	Ocean
7	(8)	**Knight Games**	English
8	(3)	**Speed King**	Mastertronic
9	(5)	**Green Beret**	Imagine
10	(11)	**Ninja Master**	Firebird
11	(—)	**Knight Rider**	Ocean
12	(16)	**ACE**	Cascade
13	(12)	**Thrust**	Firebird
14	(9)	**Tau Ceti**	CRL
15	(13)	**Skooldaze**	299 Classics
16	(14)	**Formula One Simulator**	Mastertronic
17	(—)	**Second City**	Novagen
18	(—)	**Trap**	Alligata
19	(—)	**Silent Service**	US Gold
20	(17)	**International Karate**	System 3

BUDGET 20

1	(1)	**Speed King**	Mastertronic
2	(2)	**Thrust**	Firebird
3	(3)	**Ninja Master**	Firebird
4	(12)	**Ninja**	Mastertronic
5	(19)	**Hole In One**	Mastertronic
6	(9)	**Molecule Man**	Mastertronic
7	(4)	**Video Olympics**	Mastertronic
8	(—)	**Master Of Magic**	Mastertronic
9	(6)	**Formula One Simulator**	Mastertronic
10	(5)	**Kane**	Mastertronic
11	(13)	**One Man And His Droid**	Mastertronic
12	(7)	**Kik Start**	Mastertronic
13	(11)	**Skeoldaze**	299 Classics
14	(10)	**Spellbound**	Mastertronic
15	(8)	**Universal Hero**	Mastertronic
16	(17)	**Knight Tyme**	Mastertronic
17	(14)	**Full Throttle**	299 Classics
18	(—)	**Vegas Jackpot**	Mastertronic
19	(16)	**Rebel Star**	Firebird
20	(—)	**Fingers Malone**	Mastertronic

MSX 10

1	(1)	**Speed King**	Mastertronic
2	(3)	**Jack The Nipper**	Gremlin Graphics
3	(8)	**Chiller**	Mastertronic
4	(2)	**Molecule Man**	Mastertronic
5	(6)	**Knight Tyme**	Mastertronic
6	(—)	**International Karate**	Endurance
7	(5)	**Formula One Simulator**	Mastertronic
8	(—)	**King Size**	Robtek
9	(9)	**Monopoly**	Leisure Genius
10	(10)	**Scrabble**	Leisure Genius

ATARI 10

1	(2)	**Ninja**	Mastertronic
2	(1)	**Thrust**	Firebird
3	(3)	**Spellbound**	Mastertronic
4	(4)	**Kik Start**	Mastertronic
5	(—)	**One Man And His Droid**	Mastertronic
6	(10)	**Vegas Jackpot**	Mastertronic
7	(9)	**Beer Belly Burts Brew Biz**	Americana
8	(5)	**Soccer**	US Gold
9	(7)	**Desmonds Dungeons**	Creative Sparks
10	(—)	**Nuclear Nick**	Americana

COMMODORE 16 10

1	(1)	**Speed King**	Mastertronic
2	(3)	**Yie Ar Kung Fu**	Imagine
3	(10)	**Fingers Malone**	Mastertronic
4	(2)	**Street Olympics**	Mastertronic
5	(7)	**One Man And His Droid**	Mastertronic
6	(4)	**Winter Events**	ANCO
7	(5)	**Kik Start**	Mastertronic
8	(9)	**Formula One Simulator**	Mastertronic
9	(8)	**Oblido**	Mastertronic
10	(—)	**ACE**	Cascade

BEEB 10

1	(1)	**Thrust**	Superior
2	(—)	**Psycastria**	Audiogenic
3	(10)	**Com'wealth Games**	Tynesoft
4	(—)	**League Challenge**	Atlantis
5	(4)	**Air Wolf**	Elite
6	(—)	**Yie Ar Kung Fu**	Imagine
7	(8)	**Speech**	Superior
8	(5)	**Commando**	Elite
9	(—)	**Phantom Combat**	Doctorsoft
10	(—)	**10 Hits Volume 2**	Beau Jolly

You thought this was a one-off? You can't believe that *BANG* is jampacked full of so much super stuff (© *The Beano*) and *still* costs only 40p? Think again. *BANG* is weekly.

BANG II – THE SEQUEL!

NEXT WEEK:

In addition to all the other extraordinarily wonderful things that'll be in next week's *BANG*, you'll find:

FANZINES: Never mind the glossies – here's the true spirit of computer mags. *BANG* takes a look.

US FOOTBALL: You've read the guide to the game, now take a look at the computer games based on the game. Do they compare with the bone-crunchingly tough reality of American Football? Can you have a computerised "Radiator" or whatever that big bloke's called?

ACROSS THE BOARD: For those bored with games, *BANG* offers a guide to the best board games around. Next week: *Circus Maximus*. Whaddya mean, you've never heard of it? Of course you haven't. That's the whole point.

PCW SHOW: Anyone that's anyone who's got anything to say or sell about computers or software will be doing it at *PCW*. The *BANG* gang – (*Thank God you didn't call them the BANG gang – Ed*) will be thee ferreting out all the details that really matter, sorting the wheat from the chaff, dividing – (*OK. I get your drift – The one BANG reader who's still reading*).

INFILTRATOR: You've bunged off your competition entry (haven't you?) – now find out if it was worthwhile.

STAR TREK: *BANG* boldly goes to examine the TV and cinema and book and ashtray and tea-towel and – (*That's enough Trektrash – Ed*) success of *Star Trek*. We'll also have a preview of the Mike Singleton/Beyond game.

– COMING SOON AT A SHOP NEAR YOU!

***BANG*: BREAK DOWN THOSE BARRIERS**

REVIEW

Dan Dare
Spectrum, Amstrad, C64
Virgin Games
£7.95

IN THE computer adventures of *Dan Dare* our hero lands on an asteroid that Mekon and the Treens have hollowed out and sent on a collision course for earth. Dan must destroy it before the Earth gives in to the Mekon's demands.

The Spectrum and Amstrad versions feature a laser blasting Dan battles with the Treens as he searches the labyrinth of ladders and platforms for the five parts of the self destruct mechanism.

The action is fast and furious and comic style threats from the Mekon add to the atmosphere.

Surprisingly the Commodore 64 *Dan Dare* is unarmed and has a lot more to do. As before he must destroy the Asteroid but this time by firing a giant laser through a network of reflectors so that it's beam destroys the asteroids computer controls.

Tricky problems

Then he must fight and kill the Mekon, escape, as well as rescuing two of his chums that have been captured by the Treens. But first he has to find his way in by solving a few tricky problems like how to open a locked hatch without a key and how to breath underwater. To a hero these should be no problem and you'll soon be grappling with the Treens.

The combat is the only disappointing part of the game as it plays like a poor mans version of *Way of the Exploding Fist* but with only three moves!

This failing is balanced by the superb background graphics and a more tactical style of play that makes combat a necessity rather than the way of life it becomes in the other versions.

An heroic challenge from Virgin.

Tony Hetherington

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COSMIC

BANG REVIEWS

Forget the marking systems done to death by the ageing monthlies. Ignore the stars, buzzes, blips and gongs that are supposed to tell you what a game is like. *BANG* presents the designer at-a-glance game guide.

The ultimate accolade is the *BANG* seal of approval. If our seal likes a game then you'll love it. You won't see many of them as he's not easily impressed.

Press the **FAST FORWARD** button and play this game. Check the comment to find out why.

Put this one on **HOLD**. There's something wrong with it that will spoil your fun.

REWIND this one and take it back to the shop. Playing these games may damage your brain.

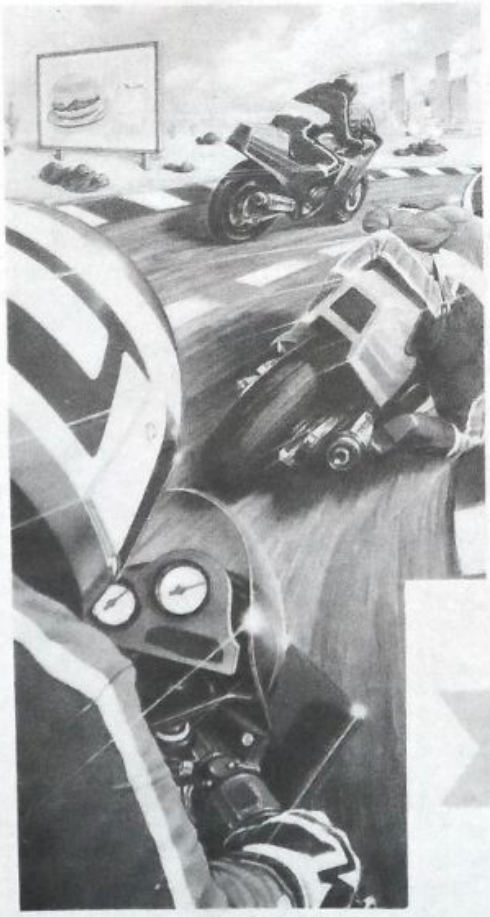
REVIEW

Super Cycle
C64
US Gold (Epyx)
£9.95

SUPER CYCLE is a superb racing game for people who prefer their action on two wheels.

During the game you must race your custom built bike and rider around a series of courses within a set time avoiding a variety of obstacles including oil slicks, ice patches, holes in the road, bollards that some loony left in your way and even barriers designed for you to crash into (a different meaning of the phrase "crash barrier").

To add to your problems there are also those caused by the other bikes who seem to delight in cutting in front of you, ramming you, forcing you off the road and being generally unpleasant.



Dumped on your back

When you crash your customised bike is reduced to a pile of rubble and you are dumped on your back. You will get another bike to continue the race but you will have lost valuable seconds.

Should you reach the finishing post in time then it's on to an even harder one with barely enough time to comb your hair and wave to the fans.

Three levels ensure that you'll get at least halfway around the track in your first races and will continue to challenge you through several tyre changes.

Tony Hetherington

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Demolition Derby

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Finally, the excitement reaches fever pitch when you realise that all these activities have no score, no object and no point. Is the world ready for this? I doubt it!

Tony Hetherington

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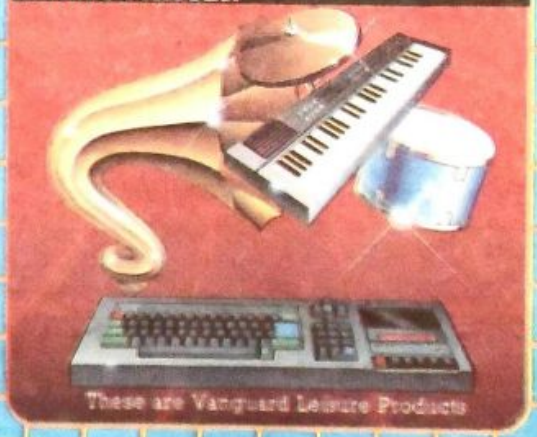

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THE GAME is based on Dante's *Alighieri's* classic *Inferno* which describes the "pilgrim's" journey through the circles of hell until a final confrontation with Lucifer himself.

You play Pilgrim and must descend through the nine circles of Hell in just seven days.

During your journey you will be attacked by swarming hornets, blown round and round in a hurricane, drowned in a horrible marsh and whipped to death by demons.

Each circle of Hell is represented on the screen in the form of a 2D maze through which our hero roams. Scattered about Hell you will also find objects that can be picked up for later use. One such find is a bag of gold that is used to lure and pay an oarsman who will row you across to the entrance of Hell.

Unfortunately, the graphics and action don't live up to the setting with the result being a dated arcade adventure with wooden animation and music that will remind most players of Kenny Everett's mime artist.

A game heading for oblivion.

Tony Hetherington

DOOMED

REVIEW

Mindstone

Mindstone
The Edge
Spectrum
£8.95

IT IS never very pleasant to have to hunt down a member of your own family, especially when it is your younger brother. Such was the lot that befell Prince Kyle after Prince Nemesar, who had been dabbling in the black arts for some time, had killed his mother whilst stealing the Mindstone. King Jorma had impressed on Kyle the urgency of retrieving the stone, for although it had been used to control evil for many centuries, it was now likely to have the opposite effect in the hands of those who knew how to use its power. So Kyle picked his three best friends, Merel, Quin and Taina and set off on his quest.

You control all four characters through a series of icons. A keyboard option is available although I can't see many people using it. Selecting the compass picture allows the whole party to move (the locations themselves indicate which directions are possible). Selecting a character icon leads you into a series of menus. The main one is for performing actions – pick up, examine, eat etc, and the attack menu is used for combat and anything to do with magic.

Casting spells

Each character can carry up to four items and one spell. Objects and spells can be found, bought or traded – a brief glimpse of a symbol and a tinkling noise indicates the presence of an item or spell in that location. There are, of course, many more items than you can carry and you must make sure that not only do you possess the correct object, but that the appropriate character is going to use it. Casting spells required psychic energy – different members of the party have varying amounts together with strength points. Typical spells might include fireball, light, open and alchemy. People that you meet might want to sell you something, trade a specific item, attack you or just generally rip you off.

Control of the game is superb. The menu system works quickly and is easy to understand – no hunting around for obscure commands. The same cannot be said for the graphics. Each location is illustrated in the top third of the screen with the party on the left and any other characters to the right. Should you select some sort of interactive command such as buying or attacking, Kyle or whoever walks slowly to the other side of the screen. The pictures themselves are fine – it is just the animation which is reminiscent of Valhalla (remember that one?). The first time I saw Merel attacking a leopard with his axe I laughed out loud.

That apart, *Mindstone* is an excellent adventure. Very easy to get into and yet enough challenge to make you keep going back for more. Highly recommended.

Gordon Hamlett

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U.S.GOLD...SENSATIONAL

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There are two guys in front. One coming up from behind. And another just off your elbow. The screams of the bikes are deafening.

The wind is pulling your face off your head. Your adrenaline is pumping like Hoover Dam.

You kick your bike to the right. He's bumped. He's flying. You push on.

Take your eyes off the road for a millisecond, and you could end up a part of the road.

It's all a blur. No time to think. You've just gotta pump it. The next turn's the sweep one. Think back! The corners wide open, but the screeching wheels of the bike in front are kicking gravel right in your face.

You hear a phone. A phone? Hey, wait a minute. This isn't a bike. It is a chair. It all comes back now. Yes. You're home. The pizza's here. The computer's on. Looks like it's going to be another quiet night after all.

On Super Cycle™ if it were any more realistic, you'd need insurance to ride it.

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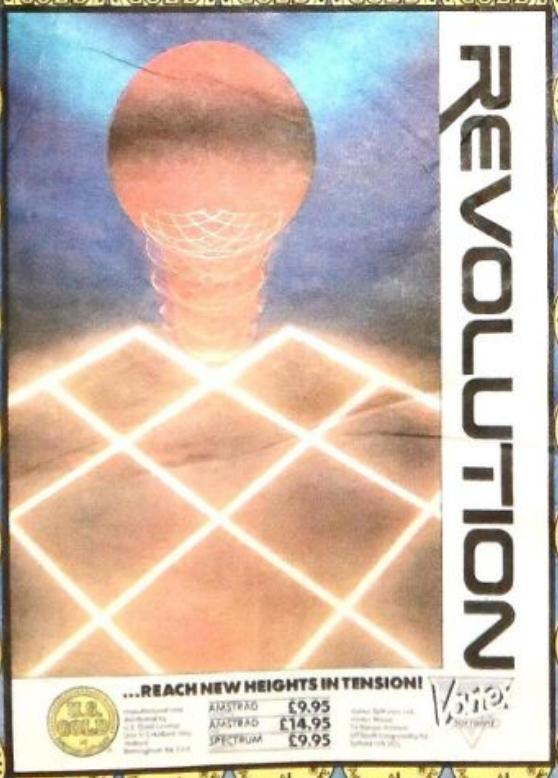

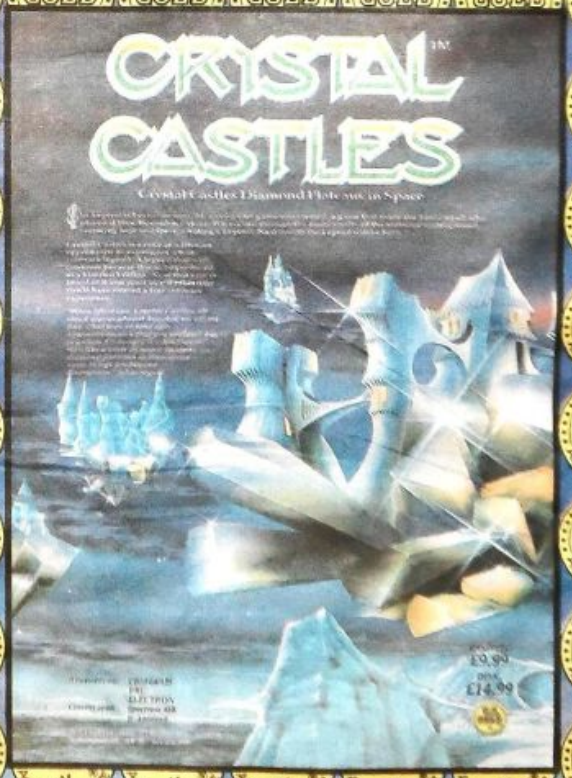

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REVIEW

The Best of Beyond
C64, Spectrum
Beyond
£9.95

GREAT VALUE

THESE TWO compilation cassettes feature the best Beyond games for only £9.95. Both versions feature *Shadowfire* (the first icon driven adventure) and it's sequel *Enigma Force* which are joined by the under-rated *Psi Warrior* and *Quake Minus One*. The Spectrum collection features *Doomdark's Revenge* (the follow up to *Lord's of Midnight*) and the curious *Sorderon's Shadow*.

Shadowfire dominated the charts and awards last year with its unique game action that was neither adventure or strategy, but a curious mixture of both. Its sequel, *Enigma Force* took on a more arcade style and despite being a better game didn't chart.

Surf board

The two C64 games, *Quake Minus One* and *Psi Warrior* both feature frantic arcade action. As the Psi Warrior you must fight your way through the levels of the silo where you must battle with the source. Armed with a psi-net projector and riding a surf board like a hover plane you dodge between platforms and leap over gaps. Learn to nde the board and you learn how to play *Psi Warrior*.

Quake Minus One is a frantic race against time to regain control of the Titan power station and foil the plans of the Robot Liberation Front to cause an earthquake, tidal waves and other unpleasant things. To win the day you must control 25 mobiles that are outnumbered four to one for control of underwater roads.

Landscaped views

Adventure is the theme for Spectrum owners as once they face conquered *Shadowfire* and *Enigma Force* they can tackle *Doomdark's Revenge* the long awaited sequel to *Lord's of Midnight* which features even more locations and a staggering 48,000 landscaped views.

Finally *Sorderon's Shadow* casts you into the land of Elindor where you must slay the evil Sorderon but to do this you must complete the nine tasks of the un-named one.

Four good games for the price of one.

Tony Hetherington

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The Terror of Trantoss
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THE VILLAGERS are running scared. Some of them have run so much that they have disappeared entirely, complete with vast amounts of treasure. The source of this panic is one evil wizard Trantoss who was supposed to have died ages ago when his mace, his source of power was destroyed.

Now it appears that his disciples are trying to reassemble the mace and that Trantoss isn't dead after all. Two brothers, Lobo and Scarne whose parents are amongst those to have mysteriously vanished decide to sort the old wiz out once and for all by finding and destroying the mace (again), finding the villagers and, with a bit of luck, the treasure.

Strong, wiry

Although they are brothers, Lobo and Scarne are as alike as *BANG* and other magazines. One is strong and heavy, the other wiry and agile. This is important to remember as you control both characters and will need them to perform tasks according to their stature. You can control them both together, one individually and even move them into separate locations.

Logical Storyline

The vocabulary used to control them is reasonably straightforward without too many obscure words. The parser does however check the first five letters in a word which is really bad news for those of you brought up on *Quilled* games and the like which only look at four. As most adventurers that I know tend to abbreviate things at every opportunity, this leads to a lot of headaches until you realise that when the program says "you can't do that", you probably can if you retype your command fully.

On screen presentation looks very attractive with a vertical format illustration of your location (and a pretty reasonable one at that). In the centre is a panel showing which of the brothers is currently under your control and the text is input on the right hand side of the screen.

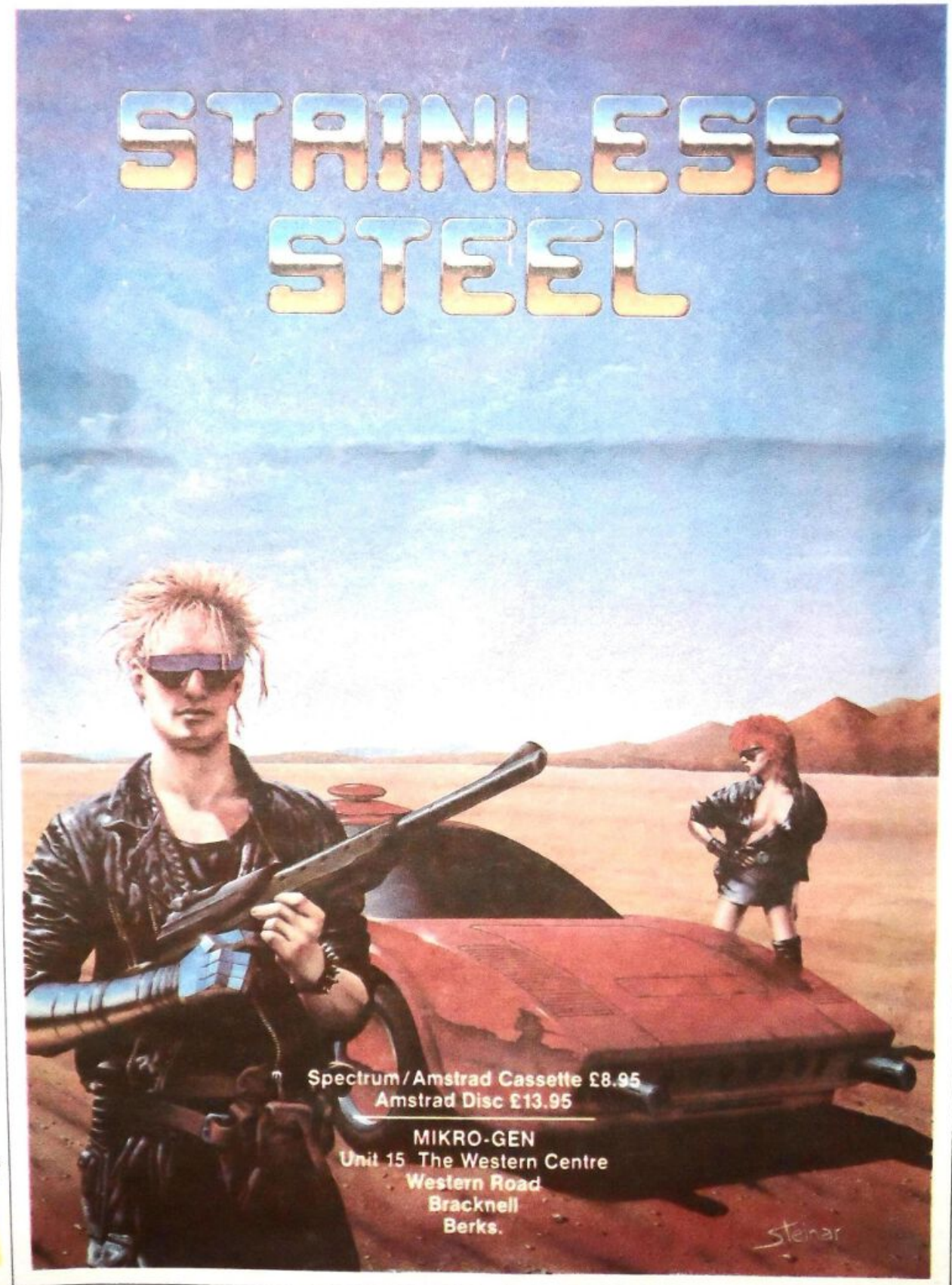
The story starts with you having to equip the brothers in the village store. A quick visit to the local hostelry leads to a meeting with a strange man who offers to lead you through the secret paths in the woods and then very kindly leaves you a magic staff. A whole series of runes need to be deciphered but don't try decoding them as I did for several hours - they are not written in the Queen's English and there is a translation elsewhere in the game.

Deserted villages, ravines and monsters that won't let you past go to make up a very logical storyline although the game's structure is too linear for my liking. This means that you can't do very much until you solve each problem in turn. Adventure games are always more playable if you can explore freely and come back to a problem later.

Still, *Terrors of Trantoss* is not a bad little game with some nice unusual touches.

Gordon Hamlett

LIMITED



Fist II is the sequel to the chartbusting *Way of the Exploding Fist*. Has Melbourne House taken a flying leap forward? *TONY HETHERINGTON* accepts the challenge»»

FIST II – THE LEGEND CONTINUES

TWELVE MONTHS ago Melbourne House released the award winning *Way of the Exploding fist*. Its explosive kung-fu action sparked off a martial arts craze that swamped the charts with games featuring punching, kicking and leaping heroes.

Despite the competition, *Fist* remained the master that the others had to beat. Now, Melbourne House is set to release *Fist's* successor. At last . . .

THE STORY SO FAR

Fist II – The Legend Continues is set hundreds of years later. The masters of *The Way of the Exploding Fist* have been betrayed and the land has fallen under the rule of an evil Warlord.

Many have tried to topple the Warlord but he reigns over the blighted land from his volcano fortress protected by fiendish traps and merciless guards. Those who have tried have never returned.

You play a lone hero in a land full of human and inhuman evil. You remember the basic moves practised by those who followed the Fist but you will have to become a true Fist Master before you can challenge the Warlord.

LAND OF FIST II

You can practise your skills against either a human or computer opponent in a cut down version of the original game supplied with *Fist II*. Once you enter the land of *Fist II* you're on your own.

It's a sprawling and hostile land of dark forests, mysterious temples, impossible mountains and underground caves. You must explore this scolling landscape, all 100 screens of it, to search for the scrolls and rune-like trigrams that are your path to become a Fist Master.

You will need all your kung-fu skills just to stay alive as the land is packed with warriors, soldiers, ninjas and animals out to get you.

The mercenaries can be quickly despatched with a few well placed kicks but the others aren't as easy.

WARRIOR WARNING

Ninjas often have concealed weapons to hurl at you when your back is turned; mud warriors lurk in water to ambush you and warriors; soldiers and guards all make formidable opponents.

If the Warlord learns of your presence then he will despatch his assassins to track you down. These are walking killing machines that only the best can beat.

Also, there are the wolves, snakes, panthers and other hungry creatures that, while they bear you no grudge, still want to eat you.

A scroll at the bottom of the screen shows your current Chi level. This represents not only your physical strength but also your stamina and inner mental strength.

You will gradually recover any Chi that has been lost during combat unless you have been poisoned either by a snake or a ninja's star. The only way to cure poison is to seek out and meditate in a temple.

GRATUITOUS VIOLENCE

You don't have to fight everybody and everything that you meet as many foes are happy to leave you alone. They may try a quick swipe as you go past but otherwise they're harmless. In fact, it's a good idea only to fight when you have to as you gain nothing for gratuitous violence. It's a better idea to save your strength for the ordeal ahead.

Apart from staying alive, the object of the game is to collect the scrolls and trigrams. Take the right pairing to the appropriate temple and after a quick meditation, a new power could be yours.

There are eight trigrams in all to collect each leading to a new power that will help you in your final battle with the Warlord.

Some of the trigrams lead to obvious powers, others will take some experimenting. The trigram of Kun is associated with earthly strength and Gentle with *the wind and passage through objects*. Similarly, Kan the abysmal warns of danger and Tui brings joy and health. These suggest obvious powers but what of Li, Create, Ken and Chen.

One thing is certain; you'll need to have mastered all of them before the Warlord can be defeated.

EXCITEMENT DAMPENED

Having such a large playing area has diluted the kung-fu action and consequently dampened the excitement of the game. *Way of the Exploding Fist* was a frantic battle of skill and reflexes to beat the opponents that stood between you and the elusive 10th Dan.

Fist II is a mapping game with occasional bouts to keep you awake. If you persist with the mapping you'll find your first trigram and gain a new power and a lot more enthusiasm. Now you're into the game and your search continues for the other trigrams and the power to take on the Warlord.

The background graphics are bright and competent but overshadowed by the animated characters that are constructed from over 700 sprites! My favourites are the mud warriors who suddenly surface to hurl a star at you before submerging out of sight.

KUNG-FU CARGO

Since Melbourne House started the kung-fu craze *Fist* has generated a whole species of game.

International Karate (originally System 3, now Endurance Games) added to the original format by the inclusion of backgrounds from around the world.

US Gold's *Kung Fu Master* and Ariolasoft's *Karateka* built the fighting into a plot where the object was to rescue a princess by battling through the villian's guards.

If *Fist II* was to match the success of its predecessor it had to develop the theme further.

The addition of the trigrams to increase your powers certainly adds to the game which is hampered by the need to map action starved screens.

It is a good game that will be enjoyed by those prepared to stick with it. However it lacks the originality and excitement that were needed to herald a new kung-fu era.

Fist II will be available in Spectrum, C64 and Amstrad formats and costs £9.95.

END OF AN ERA

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Technical consultant, Brian Jacks, completing a successful UCHI-MATA, one of the many exciting throws incorporated in the game.

Brian Jacks received his black belt, 1st Dan, when only 15. He is now a 7th Dan, an elite world group. Having won the British Championship eleven times, the Open Championship five times, the European Championship four times and an Olympic Medal, he is one of the most knowledgeable and foremost exponents of Judo in the world.

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PREVIEWS

TRIVIAL PURSUIT

The computer version of the world's most fashionable board game will be released next week.

The hero of the game is a little character called TP who wanders into his living room to ask the games 3,000 questions. If the topic selected is – for example – entertainment then TP reaches for his television.

The usual *Trivial Pursuit* categories are all there and are enhanced by graphic and music questions that pose teasers such as name that tune backwards.

TP also keeps the score and lights the candle that burns down to time your answers.

The *Trivial Pursuit* board is represented on screen along with a check on how many scoring wedges the players have won.

Trivial Pursuit will be available in C64, Spectrum, Amstrad and BBC formats for the non-trivial price, £14.95. Full review next week.

STRIKE FORCE COBRA

A crack team drawn from the best of the world's fighting forces have been brought together to storm the fortress of an evil criminal.

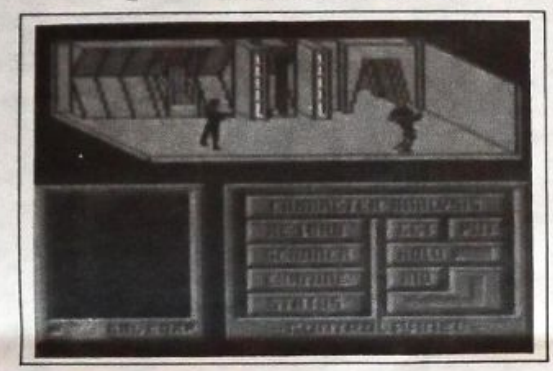
Your mission is to lead a team of four commandos to locate, attack and destroy the enemy's main computer that threatens the world with nuclear destruction.

Each man is controlled separately and starts the mission in a different location. All are armed with sub machine guns and electro-magnetic flux grenades and can run, crouch, dive and jump through the games 3D rooms.

Stacked against your team is a formidable array of deadly robots, terrorists and traps such as laser beams and fireballs.

Strike Force Cobra will be available from Pirahna in October so C64 and Spectrum owners should start training now! Or alternatively, not . . .

CYBORG



This is the *Cyborg* that CRL is about to set free. He is nuclear powered, heavily armed and very dangerous.

He used to be human, but was rebuilt by Gal-corp (of *Tau Ceti* fame) after his spacecraft crashed. He is now a mandroid and works for the military on particularly dangerous missions. He would also like to do unspeakable things to his partner who left him for dead after the crash.

The first mission for our plasti-steel hero is to land on, explore and stop an asteroid that is on collision course for earth. (What, another one? See *Dan Dare* review).

On the asteroid he finds an underground complex populated by tracking, walking and killing aliens. Luckily, Cyborg is equipped with a particle beam disrupter and a computer built into his left forearm.

Cyborg will be released in October for the C64 with the Spectrum model following one month later. Programming fees will be £8.95 credits.

TRAILBLAZER

Prepare yourself for *Trailblazer*. This amazing game, to be released by Gremlin Graphics, will test you to your limits.

You will need all of your skill, dexterity and reactions to even stay on the track that thunders out of space towards you.

To stay on course you must roll and bounce your ball to avoid the holes, land on the bonus squares that give you extra bounce and more speed but dodge those that slow you down.

If you complete a track within the time limit a more difficult one awaits.

C64 owners will have the added excitement of a two player, split screen, version in which you can force your opponent off the track.

Trailblazer will be available in Spectrum, Amstrad, MSX, C64, C16 and BBC formats in November.

GAUNTLET

US Gold's big game for the Autumn is the computer conversion of *Gauntlet*. This incredible machine dominated the arcades this summer and was played by more people than any other machine.

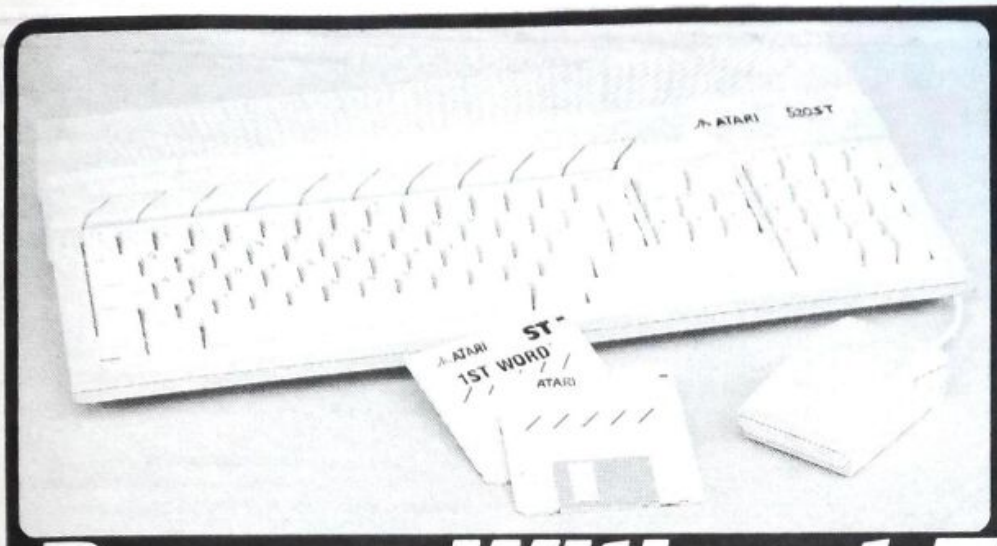
The game is a fast action arcade adventure that can be played by four players at once. Each takes the role of one of the characters that must explore a massive dungeon packed with ghosts, grunts, lobbers, sorcerers and monsters aptly known as death.

The real appeal of the game lies in the fact that each of the four characters offers a diffeent challenge. Thor the Warrior is tough, Thyra the Valkyrie is armoured, Merlin the Wizard is magical and Questor the Elf is just too fast for his own good.

As they battle through the dungeon our heroes are sustained by eating food, open doors by collecting food and score points by finding treasure.

US Gold claims that the C64, Spectrum and Amstrad conversions will contain the entire dungeon but will be based on the two player version that was recently introduced to reduce the crowds that huddled around the machine. All four characters will be available but only two can explore at any one time.

Players will be able to accept the challenge thrown down by *Gauntlet* in November.



ATARI ST

Power Without The Price!

520ST PACKAGES

The 520ST-M keyboard costs only £346.96 (+VAT £399) and includes an RF modulator and cable, allowing you to connect it to an ordinary domestic TV set. The keyboard is supplied with 512K RAM, a mouse and a free set of 3½" disks containing applications software. For a limited period from August 11th 1986, we have some special packs offering combinations of the 520ST-M keyboard with a ½ Mbyte SF354 Atari disk drive and an Atari monitor (either the Mono SM124, or Colour CM36512). These packages offer up to £200 extra discount on a system. If purchased from Silica, they also come with our free 'ST STARTER KIT'. All of the pack prices shown in the chart include VAT.

UPGRADE TO 1024K RAM

We are pleased to be able to offer a 1Mbyte upgrade on the standard 520ST keyboard to increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT=£100). Any of the five packs can be upgraded to 1Mbyte for only £100. The 1Mbyte ST offers a low price alternative to the 1040, but also gives you the benefit of an RF modulator (not normally fitted on the 1040).

ALL PACK PRICES INCLUDE VAT

	PACK 1		PACK 2 (MONO)		PACK 3 (COLOUR)	
£100 DISCOUNT 1 DISK DRIVE	Keyboard	£399	Keyboard	£399	Keyboard	£399
	Disk Drive	£149	Disk Drive	£149	Disk Drive	£149
	Normal Price	£548	Disk Drive	£149	Disk Drive	£149
	Discount	£100	Mono Monitor	£149	Colour Monitor	£299
	Pack Price	**£448**	*Normal Price*	£846	*Normal Price*	£996
£150 DISCOUNT 2 DISK DRIVES + MONITOR			*Discount*	£150	*Discount*	£150
			Pack Price	**£696**	**Pack Price**	**£846**
£200 DISCOUNT 2 DISK DRIVES + MONITOR + PRINTER			**PACK 4 (MONO)**		**PACK 5 (COLOUR)**	
			Keyboard	£399	Keyboard	£399
			Disk Drive	£149	Disk Drive	£149
			Disk Drive	£149	Disk Drive	£149
			Mono Monitor	£149	Colour Monitor	£299
			Printer (SMM804)	£199	Printer (SMM804)	£199
			Normal Price	£1045	*Normal Price*	£1195
			Discount	£200	*Discount*	£200
			Pack Price	**£845**	**Pack Price**	**£995**

REDUCED PRICES

Atari's ST personal computers are now firmly established both in the USA and Europe. The main attraction of the ST range is the value for money which these computers represent, giving both private and business users a powerful asset at a very modest price. There are now several ST packages available from Silica at a reduced price, further enhancing the Atari 'Value for Money' reputation. In addition, we are giving away a FREE Silica 'ST STARTER KIT' with every 520 or 1040 ST purchased at Silica Shop. These offers will only be available for a limited period and commence on 11/8/86.

POWER FOR BUSINESS

The list below shows some of the new business products which have been recently launched for the Atari ST range. It gives an indication of the ST's potential to business buyers looking to install a powerful, low-cost system.

CP/M EMULATOR
20Mbyte HARD DISK
LOTUS 123™ CLONE
dBASE III CLONE
IBM COMPATIBILITY
VT100 EMULATOR
MICROSOFT WRITE
dBASE II

Any ST computer will provide its user with a very powerful asset, utilising a vast range of applications, particularly in the business world. Many software companies have been quick to recognise it for its business potential, and have produced programs for the ST which harness this potential. In addition, there are several peripheral and hardware products becoming available to add to the ST's 'Power For Business'. Software now available includes dBMan, a dBASE III clone as well as H&D Base, a dBASE II clone. In fact, First Software have now launched Ashton Tate's original dBASE II program for the ST. In addition, PC Intercomm is a VT100 emulator which enables you to use any ST keyboard as a terminal connected to a mainframe or mini. Other programs include a powerful accounts package by Cashlink and a Lotus 1-2-3™ clone called VIP Professional. Microsoft have announced that their powerful word processor 'Microsoft Write' will soon be available for the ST. Many packages are available for very specific market applications including a powerful CAD (Computer Aided Design) program called Easy Draw from Migraph. In addition, there is an engineering tool called PC Board Designer by Abacus Software which will enable the user to design printed circuit boards. For further details of how the ST can help in your business, return the coupon below. We will be pleased to send you our latest newsletter and price list.

PRICE MATCH PROMISE

We hope you will find that the combination of our low prices, FREE delivery service, FREE Starter Kit and after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, please contact Owen Pascoe (Office Manager), or one of the telesales staff in our sales department. When you telephone us, please provide us with our competitors name, address and telephone number. Providing our competitor has the goods in stock, we promise to match his offer (on a 'same product - same price' basis) and still provide you with our normal free delivery. You will also be entitled to our full after sales service, including free newsletters and technical helpline support. We don't want you to go anywhere else for your Atari products. So shop at Silica, the U.K.'s undisputed No1 Atari specialist.

FREE SOFTWARE

When you buy a 520 or 1040 ST computer keyboard from Silica Shop, you will receive a large and varied software package free of charge. This package consists of twelve programs. Wherever you purchase your Atari ST computer, you should receive the first six software titles as standard. However, if you purchase your ST from Silica, you will also receive a further six extra titles, giving you a total of twelve. All ST's now have TOS/GEM already installed on ROM, so the list of free software you should receive is as follows:

1) GEM - *DR Desktop environment with WIMP (fitted in ROM)*
2) TOS - *Tramiel Operating System (fitted in ROM)*
3) 1st WORD - *Word Processor by GST using GEM*
4) BASIC - *Personal Basic by DR (with manual)*
5) LOGO - *Logo language by DR (with manual)*
6) NEOCHROME - *A powerful colour paint and graphics package (only useable with colour systems)*

If you purchase your ST from Silica, not only will you receive the standard six pieces of software as listed above, but we will also give you the following six additional programs FREE OF CHARGE:

7) MEGAROIDS - *Asteroids type game by Megamax*
8) DOODLE - *Simple paint/doodle drawing package (works on mono or colour systems)*
9) CP/M EMULATOR - *Allows use of DR's Z80 CP/M software to run on the ST range*
10) CP/M UTILITIES - *Various utilities to use with CP/M*
11) DEMONSTRATION & PUBLIC DOMAIN SOFTWARE - *Various games, demos and accessories*
12) CARDS - *A unique set of card games from Microdeal*

These additional free software titles are all part of the FREE Silica 'ST STARTER KIT', return the coupon below for further details.

FOUR FREE MANUALS

In addition to the free software which will be given to you when you buy your ST from Silica, you will receive four free manuals:

1) **ST OWNERS MANUAL (80 pages):** *Easy access to the information you require to unpack, set-up and become familiar with the ST.*
2) **ST BASIC SOURCE BOOK & TUTORIAL (240 pages):** *Gives you the information to increase your level of programming expertise.*
3) **ATARI LOGO SOURCE BOOK (77 pages):** *A source book for Logo, showing how to use the language in the GEM environment.*
4) **1st WORD MANUAL (48 pages):** *Instructions for 1st Word.*

ST NEWSLETTER

8 PAGES OF INFORMATION TO HELP YOU TO DECIDE
RETURN THE COUPON FOR A FREE COPY

1040ST-F

For the businessman and the more serious home user, there is the 1040ST-F with 1028K RAM. This can be used in a business environment as a stand-alone system, or can support a mainframe computer as a terminal. The 1040ST-F keyboard with integral 1Mb disk drive costs only £699 (+VAT=£803.85). As the 1040ST-F was manufactured solely with business use in mind, it does not come with an RF modulator for use with a domestic TV. Instead, it requires a monitor. There are three Atari monitors available and the prices for the 1040 with these monitors are as follows:

1040 Keyboard Without Monitor - **£699** *(+VAT - £803.85)*
1040 Keyboard + High res mono monitor - **£799** *(+VAT - £918.85)*
1040 Keyboard + Low res colour monitor - **£899** *(+VAT - £1033.85)*
1040 Keyboard + Med res colour monitor - **£999** *(+VAT - £1148.85)*

The 1040ST-F includes 1Mbyte of RAM as well as a 1Mbyte double sided disk drive and mains transformer, both built into the keyboard to give a compact and stylish unit, with only one mains lead. The 1040ST-F is supplied with a set of software disks as well as our own FREE Silica 'ST STARTER PACK'. Call into your nearest branch of Silica Shop for a demonstration.

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX
117 Orpington High Street, Orpington, Kent, BR6 0LG
Lion House (1st floor), 227 Tottenham Court Rd, London, W1
Selfridges (1st floor), Oxford Street, London, W1A 1AB

£699

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SILICA SHOP

WE ARE THE UK's No1 ATARI SPECIALISTS

At Silica we have been successfully dedicated to Atari ever since their products first appeared on the UK market. We can attribute our success largely to the Atari specialisation which we practice and to the user back-up we provide. Rest assured that when you buy a piece of Atari hardware at Silica you will be fully supported. Our mailings giving news of software releases and developments will keep you up to date with the Atari market and our technical support team and sales staff are at the end of the telephone line to deal with your problems and supply your every need. With our specialist bias, we aim to keep stocks of all the available Atari hardware, software, peripherals and accessories. We also stock a wide range of Atari dedicated books and through us, the owners on our list can subscribe to several American Atari dedicated magazines. We can provide a full service to all Atari owners and are now firmly established as the UK's NUMBER ONE Atari specialists. Here are just some of the things we can offer to our customers.

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If you would like to be registered on our mailing list as an Atari computer owner, or as a person interested in buying an Atari machine, let us know. We will be pleased to keep you up to date with new Atari developments free of charge. So, return the coupon today and begin experiencing a specialist Atari service that is second to none.

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PLEASE SEND ME FREE LITERATURE
ON THE NEW RANGE OF ATARI ST COMPUTERS

Mr/Mrs/Ms: Initials: Surname:

Address:

Postcode:

Do you already own a computer
If so, which one do you own?

Talkin' 'bout my generation

Dig this: a big hooley in London about teenage fads and no mention of computers. Why not? ***STUART DINSEY*** – a teenager, natch – grabbed a boot-lace tie and pootled off on his scooter to investigate . . .

Computers just aren't hip.

Or so it would seem after visiting an exhibition of all that has ever been trendy in the eyes of the young.

The recent 14-24 British Youth Culture Exhibition in London had walls and walls of text – and we all know how boring text is to a teenager, especially a 'hip' teenager.

That didn't matter really as most on-lookers were outside the 14-24 age group. What does matter is that a scanning of the exhibition only managed to unearth the word "computers" once. Sadly, it was at the end, nestled in the inevitable text which pessimistically summed up how today's youth is being strangled by commerciality and hype.

LAMBRETTA: In the fifties it was intended as cheap transport for Italian workers. Sixties mods loved the lack of constraints on dress – it became 'hip'.

BRYLCREEM: Perhaps the ultimate male toiletry, it sold over one hundred million pots in 1961. By 1985 this had slumped to five million.

Extensive advertising has succeeded in making it 'hip' in '86.

Doc Martens

The exhibition also mentioned Brylcreem, Fred Perry, Levi's, Doc Martens, 17 make-up, records, record players, scooters, motorbikes, leather jackets, the duffle coat *(the duffle coat?)* and the music press.

Sure, computers were in there but it was a cursory mention along with fast food, fast communications and video. These were explained as some of the important factors which help make up today's "blip" generation". Or in other words the "blink and you miss it" culture.

For some reason, however, computers still fall by the wayside in even today's 'hip' stakes. They have equally hi-tech competitors such as compact disc players but just don't cut it as far as 'street cred' is concerned.

It seems that almost everyone owns – or at least has access to a video and this is a perfect example of a modern day piece of hardware which can be accepted by all. The video is a necessity both to the collector of Jesus and Mary Chain videos and to the nightclubber who depends on *Miami Vice* for his latest 'look'.

Not so the computer which neatly divides people into lovers or haters.

Work boots and braces

One of the key elements of a hip product is the way its intended use is mangled by the group that adopts it. The teddy boy's aristocratic drapes or a skinhead's work boots and braces are used as a form of communication to members of their own kind. There has to be a certain element of cult amongst the group so that they can feel that they are set apart from 'the normals'. The problem the computer has is that it is very much associated with 'the normals' – or even worse, 'the boffins'.

Exactly why this should be comes down both to the evolution of home computers and the products that were available for them. When the boom began in late 1982 Sinclair Spectrums and their brethren found themselves forced into the laps of kids all over the country.

The demand, though, came from parents – probably the ugliest word in a teenager's vocabulary. Youth culture has always been concerned with a need for shockability – be it by slicking back your hair and going to a fifties dancehall or slashing your T-shirts while pogoing to *Anarchy in the UK*. When computers first arrived it was the early eighties trendies who were shocked – if not horrified – by a product which stood for education, parents, maths and egghead boffins.

Punks and gender benders

Teddy boys, hippies, mods, rockers, punks and gender benders have all got one thing in common – they don't get any support from an 'average' mum and dad let alone a middle class one. Yet, in the case of computers parents saw a product which they didn't understand but thought their kids would. To cap it all the boom was championed by the complete stereotype of a scientist – Clive Sinclair – who shrewdly played up to the image. Thus, a similar cry went up from thouands of sitting rooms: "I think our Bobby should have one of those things."

Education was supposed to be the targetted use for a computer and it is a word similar to 'parents' – teenagers are not too keen on the idea.

To refer back to the need for a cult identity for a sub-culture to exist, it is rather a strange paradox that computers did build up a cult following – but not a trendy one. The kids who got into computers back in the early days were in every sense of the word enthusiasts.

Unlike the way record players swept into teenager's bedrooms in the fifties and early sixties computers swept straight into cupboards – or at least the cupboards of kids unwilling to untangle a spaghetti of wires, leads, interfaces and joysticks. Record players were and still are something you could plug in and turn on. There were also ready made idols to associate with them because of the already existent pop idols. Computer software was usually to do with the dreaded word 'education' or monsters and spaceships.

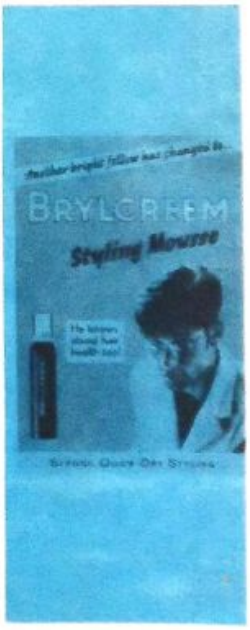
The Scooter

This brings in another element of youth culture – the need to break away from any memories of childhood. Instead, the young mod for example wants his own transport (the scooter) and – like all the songs – he wants a girl to call his own. In the early days computers were simply too related to school and computer clubs whilst the kids who used them had not yet discovered girls at all.

Over the last year or so things have begun to change. Ocean is a perfect example of a firm which is using all its resources to produce games derived from something 'in' or just plain popular. Recent licences for *Miami Vice* and *Knight Rider* as well as homing in on the American football craze with *Superbowl* highlight the trend. Anything, anyone hip will soon be a game.

Computers have developed in a commercial sense as marketeers have realised that if the market widens profits will increase enough for a pile of C64 tapes to be sitting next to the portable TV and below the Madonna poster. Kids' deliberate shunning of educational software has turned the market into one dominated by games. Of course parents aren't too happy with that and the kids love it.

The fact remains, though, that the computer will *never* attain the youth culture heights of a pair of jeans or a motorbike.

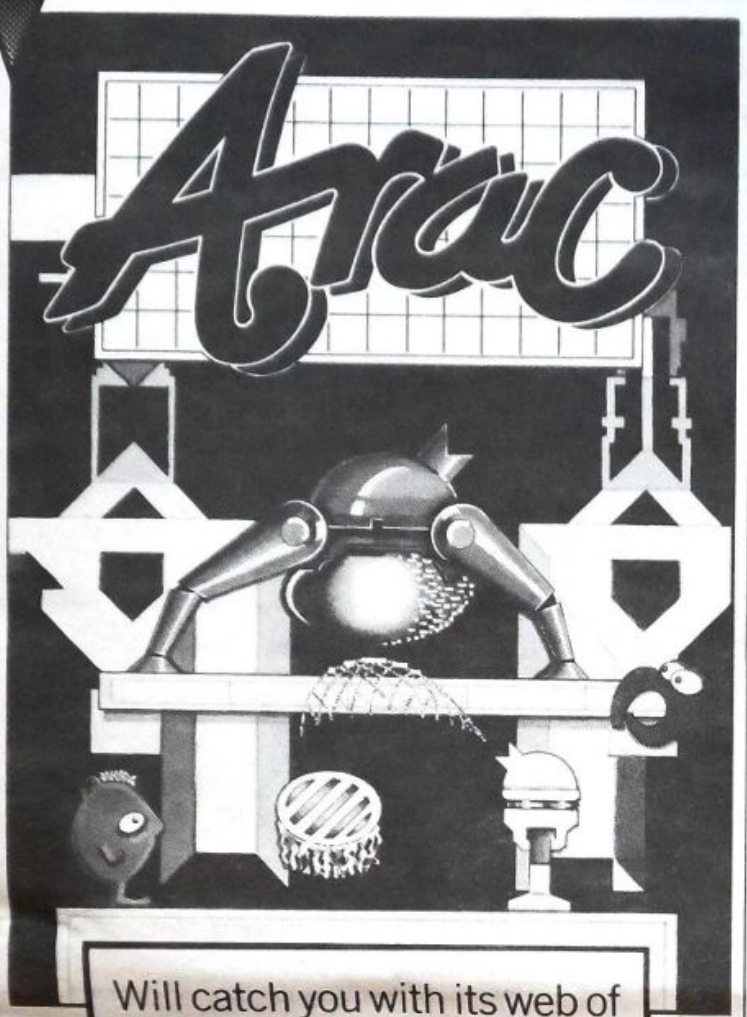


THE MOTORBIKE: Fast, dangerous, and accompanied by a black leather jacket – a symbol of rebellion that has never gone out of style. Where's the rebellion in a C64?

Sigue Sigue Sputnik

Because the home computer is targetted at kids and is made available at an early age, it will never have the same mystery as, say, fashion – but it doesn't have to be scorned. Sigue Sigue Sputnik are ultimately concerned with appealing to the kids with their deliberately over the top hype. The success they have achieved may be minimal in comparison with Tony James' claims, but at least computers were seen as an important enough part of youth culture to be included in their vision of all that's hip.

Computers it seems will ultimately be *accepted* rather than *adopted* by any future youth sub-culture. But if the duffle coat can make it (as it did in the late sixties – honest!) then surely there must be hope.



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Computer & Video Games

An arcade adventure with 100 screens featuring some of the finest graphics ever seen.

You must guide Arac to assemble his army of animal slaves which together with the dreaded Arachnidroid will enable him to penetrate the fortified citadel and deactivate the three reactors.

You will need all your strategy and arcade skills to get you through this one!

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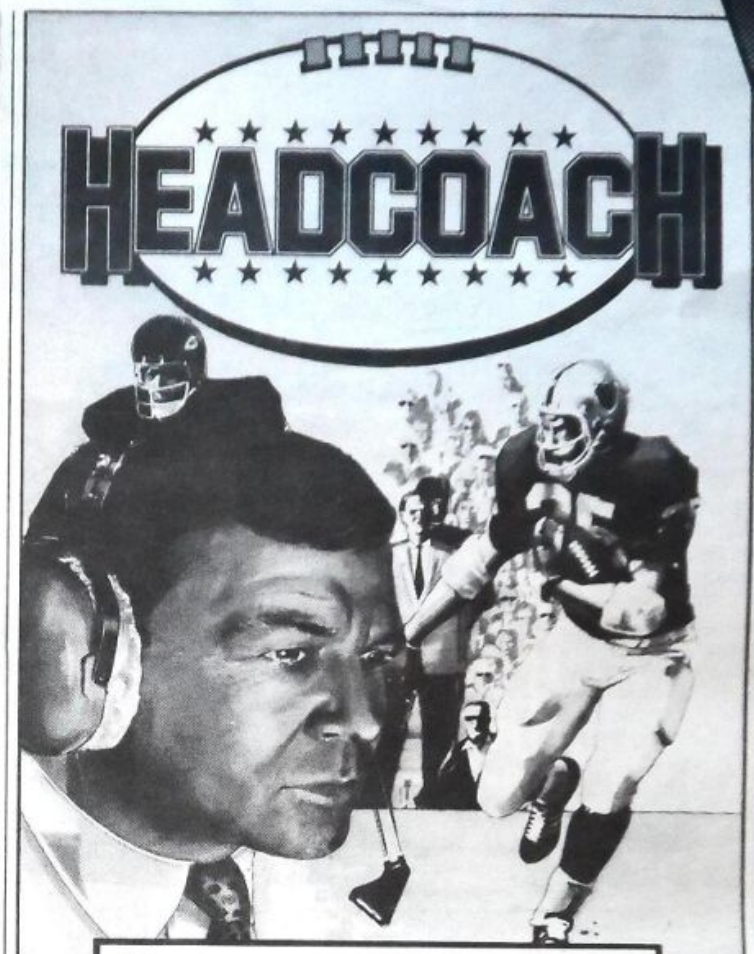
KIREL

KIREL the 3D arcade challenge for the thinking player. Seventy mind stretching screens, each one more complex than the previous, but providing its own individual challenge.
£8.95 for the SPECTRUM
MONSTER HIT *ZX Computing, July '86*

FOOTBALL MANAGER

Still in the charts after four years, Britain's most popular Football Management game ever. Now available on **Amstrad** at **£8.95** · **Atari** at **£9.95** · **BBC** at **£8.95** · **Commodore 64** at **£8.95** · **C16/Plus 4** at **£6.95** · **Electron** at **£8.95** · **Spectrum** at **£8.95** · **VIC 20** plus **16K** at **£7.95** · **ZX81** at **£7.95**



Headcoach will become for American Football what my Football Manager has been for soccer fans – unbeatable.

Kevin J Toms

This is an American Football Manager with all the enjoyment of building a team that can climb up through the leagues to win the Superbowl.

Not only will you manage the quality of your team, but also direct each actual gameplay throughout every match, thus driving your creation up through the tables to success.

Weeks of enthralling entertainment.

£8.95 for the Spectrum

T-SHIRTS

If you play Addictive games you must want one of these (the shirt!!). Small/Medium/Large or XL – **£4·50** each

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Addictive products can be bought from all good software stockists but in case of difficulty may be obtained direct from us by mail order at the prices shown (UK P & P included but overseas customers must add £1.50).

Access orders can be telephoned through on (0202) 296404.

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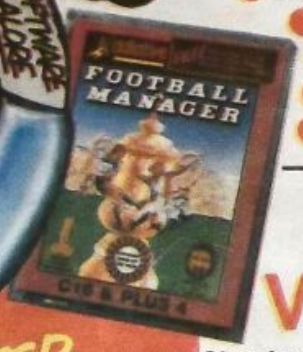


AVAILABLE ON
- ZX SPECTRUM 48K
- C16 & PLUS 4
- COMMODORE 64
- ELECTRON
- VIC 20 + 16K
- ATARI 48K
- BBC Model 'B'
- AMSTRAD

£1 OFF VOUCHER

Simply answer the question below correctly and take this voucher to Stand No. 1423 to receive your £1 off the list price of Football Manager. On each day of the show we shall draw 20 vouchers at random and the lucky entrants will receive the latest game from Addictive Games Ltd., delivered directly to them.

Q. What is the standard size of a FA. Football?...

Answer _____

NAME _____

ADDRESS _____

TEL. NO. _____

FREE TO ENTER FOOTBALL MANAGER COMPETITION FOR ALL BANG READERS.

OFFICIAL ENTRY FORM FOR 1987 CUP FINAL COMPETITION.

WIN AN ALL EXPENSES TRIP TO THE 1987 FA CUP FINAL

Here's your chance to win for you and a friend, an all-expenses-paid trip to the FA Cup Final at Wembley and to meet and have lunch with Kevin Toms, the author of Football Manager.

There will also be ten runner-up prizes comprising of a selection of the latest Addictive software personally signed by Kevin Toms.

HOW TO ENTER

Simply answer correctly the five questions shown below, and then complete the tie-breaker sentence in not more than twelve words. In the event of a tie, the judges will award the first prize to the entry with the most witty and apt tie-breaker sentence.

All persons and events pertaining to the questions are as at 1st August, 1986.

Q1. Who is the current England Soccer Team Manager? Is it...
a) Bryan Robson b) Bobby Robson c) Paul Robeson

Answer _____

Q2. What was the official attendance at the 1986 FA Cup Final? Was it...
a) 50,000 b) 75,000 c) 100,000

Answer _____

Q3. Which teams competed in the first re-played Wembley FA Cup Final? Was it...
a) Huddersfield v Preston North End b) Leeds v Chelsea
c) Crewe A v Southend United

Answer _____

Q4. Who scored Arsenal's winning goal in the 1971 FA Cup Final? Was it
a) George Graham b) Charlie George c) Boy George

Answer _____

Q5. To date, how many copies of Football Manager have been sold? Is it
a) 50,000 b) 150,000 c) 250,000

Answer _____

TIE-BREAKER

Complete the following sentence in not more than twelve words

Football Manager is so ADDICTIVE because _____

_____

_____

When you have completed the entry form take it to the computer dealer who sold you Football Manager and ask him to place his company stamp in the box provided as proof of purchase. You must also enclose the Cup Final Voucher printed on the back of the inlay card in the bottom left hand corner.

RULES

1) All entries must be accompanied by a Cup Final Voucher as printed on a Football Manager game inlay.

2) All entries must bear the company stamp of the shop where you purchased your copy of Football Manager.

3) All entries must be received by 30th April 1987 (the closing date)

4) Entries will be declared void if found mutilated, illegible, or not completed on the official entry form.

5) Employees of Addictive Game Ltd., GRI Ltd., their agents and families are not allowed to enter.

6) The judges' decision is final on all matters. No correspondence will be entered into.

SEND YOUR COMPLETED ENTRY FORM TO:

Dept, Cup Final Competition, Unit 1, Baird Road, Enfield, Middx. EN1 1SJ

GRI cannot accept responsibility for non-delivery of entries. Proof of posting is not proof of delivery.

NAME _____

ADDRESS _____

_____

_____

TEL NO. _____

FORMAT ON WHICH FOOTBALL MANAGER PURCHASED _____

PRICE PAID £ _____

DEALER STAMP

DON'T FORGET TO ENCLOSE THE CUP FINAL VOUCHER

BANGING OFF

Anyone, any topic, any tone, any time – *BANG'S* letters' page BANGING OFF has no rules.
If you've got something to say, *this* is the place to say it.
Witty, rude, helpful, boring: whatever.
Band it off to "BANGING OFF", *BANG*,
BTC, Bessemer Drive, Stevenage, Herts SG1 2DX
BANG: LET ONE THOUSAND FLOWERS BLOOM

Every week, BANGING OFF will have a speech bubble competition. Best entry each week wins a £10 token to be spent at mail order firm Software World – which means that you can put it towards records, videos and compact discs as well as software.

***This* week: Just *what* is Maradona saying?** Send your (less than ten words) suggestions to TANIA YATES, *BANG*, BTC, Bessemer Drive, Stevenage, Herts SG1 2DX by no later than *FRIDAY SEPTEMBER 12th*.

GONE ADVENTURING?

Dear *BANG*,
The Adventurers Club Ltd, which had about 2,000 members when I last asked, is showing signs of being in trouble.

The last two issues of their newsletter have not appeared; their 'phone (01-794 1261) was first connected to a recorded message about "new management" and now goes unanswered; and I've had no reply to recent letters.

Several club members have confirmed the above from their own experience, and a friend who recently called at their registered office (64c Menelik Road, London NW2 3RH) was met by a woman who told him it was just an accommodation address for post. (In fact, I've previously had a meeting there with Henry Mueller, the "secretary" who runs the club, and it certainly looked like his home).

My only involvement with the club dates back to December 1985, when I agreed to become Honorary President. This just involved writing an unpaid column on matters adventurous in the newsletter for a year, with no involvement in running the club, but I naturally quizzed Henry on the club's finances before starting and everything seemed fine at the time.

I now cannot contact anyone at the club and am understandably worried for its customers. I would advise anyone planning to join the Adventurer's Club, or buy mail-order games from it, to satisfy themselves as to its financial stability before sending any money.

If you have any information on the current state of the club, I'd be grateful if you would contact me by 'phone, or in person during the first three days of the *PCW* show.

Best wishes,
Pete Austin
Level 9 Computing
PO Box 39
Weston-super-Mare
Avon BS24 9UR

Helpful to the last, *BANG* employed all its vast powers of investigative journalism to get to the bottom of this gripping tale.

Unfortunately when we phoned the number there was no answer either.

Perhaps someone out there does know what's going on. If so, drop us a line.

INFILTRATOR

50 COPIES UP FOR GRABS!!

HEY WOW MEGA MEGA MEGA! There, that's the computerish type drivel over and done with. What we actually wanted to say was

"Look here kids, we've got a pretty spiffing comp for you to enter."

But that's pretty boring really . . .

What isn't boring is our bonesmasheroo prizes and electronically engineered questions. What we've done is find a tiny little software company so that they get a great big plug in *BANG*. We know no-one out there will have heard of **US GOLD** and some game called ***INFILTRATOR*** but you've got to give these tiddlers a chance – knowwaramean!

Apparently this game's about a super soldier who is perfect in every way and can take on the whole world and beat it with his little finger – so we thought we would offer fifty copies of it **ABSOLUTELY AND COMPLETELY FREE, AS IN YOURS, AS IN PRESSIE, AS IN NO MONEY NEEDED AT ALL!!!!!**

All you have to do is answer the three cleverly linked questions and send your answers in by September 15th this year. (*This is a weekly, not a monthly. Of course it's "this year", you fool – Ed*).

EASY ONE: What is a sausage's nickname?
MIDDLE ONE: Where is the best place to store money?
HARD ONE: What noise does a gun make?
HINT: These questions really are as banal as you think.

The first fifty correct entries on postcard will receive a copy of *INFILTRATOR* and DON'T FORGET to put down what format you want!

Entries should be sent to Dolores De Prize Person, *BANG*, Business Technology Centre, Bessemer Drive, Stevenage, Hertfordshire SG1 2DX.

I would like to win an Amstrad / Spectrum / C64 version of *Infiltrator* (Delete as appropriate)

Name .....
Address .....
.....
.....
.....

All entries must reach us by September 15th.

7am - Sun before press day - this has to be the last page, surely

As a break from alien zapping or monster bashing, why not try a board game? ***TONY HETHERINGTON*** did. He tried ***Junta***, which is set in a banana republic and encourages its players to lie cheat and steal. Somehow, he smuggled out his report.

ACROSS THE BOARD

If your idea of a board game is *Monopoly* or *Cluedo*, then you're in for a shock as *Junta* is the game of political intrigue, assassinations and military coups with the object of the game to stash as much money as possible into your Swiss bank account.

The game can be played between four to seven players with each taking a leading role in the government of a banana republic. One "lucky" player is elected El Presidente for life who then appoints his Minister of Internal Security, a General for each of the three army brigades, an Admiral and an Air Force Commander.

The game then proceeds in a series of turns until the foreign aid runs out with the winner being the player who has embezzled the most.

Each turn the player receives political cards that can be used to buy votes in parliament, mobilise students or workers into mobs, bribe army commanders to keep out of coups and pay assassins to remove opponents.

Corruption, bribery and lies

El Presidente then receives the foreign aid. This comes in the form of 1, 2 and 3 billion peso notes with which the President then draws up his budget. In a typical budget El Presidente keeps most of the money himself and hands out a few notes to those players he wants to keep quiet while claiming loudly that it has been a bad year and all the notes are ones!

Then everyone votes on the budget using whatever influence and votes they have acquired. If the vote is carried the game continues. If not El Presidente may draw up another budget in which case he bribes the people with the votes.

Naturally such policies annoy the other players but since nice Presidents are poor Presidents this is unavoidable.

Once the vote is over the players leave the parliament and head for their bank, club, headquarters, mistress or home. They keep their exact wherabouts secret as there are villains about.

Seven such villains are the players of the game who now take the opportunity to hire assassins. If an assassin is sent to the right place and hits his target then you're dead and your killer gets any money you haven't stashed away in Switzerland.

Coup what a scorcher

One word of caution. Choose your enemies carefully as a dead player quickly returns as his brother – a brother often with a grudge. Here the Minister of Internal Security is in his element since he gets a free assassination attempt every turn while the others have to hope they find one in the cards. He is supposed to follow El Presidente's instructions but since most Ministers seem to forget this, Presidents should be careful who they pick for the job.

After a while El Presidente will have annoyed most of the other players as he fails to *deliver* promise after promise until finally a coup is called. Then the game changes to a struggle between the rebels and the Presidents men for control of the city.

The outcome of the coup depends on the skill of the players, how many of the troops, guards and police have been bribed and the strength of the revolt.

Whatever the outcome, heads will roll.

If El Presidente wins then a rebel is for the firing squad. If he loses, one of the pro junta leaders – but most likely El Presidente himself – is for the chop. A new President is elected and the game continues.

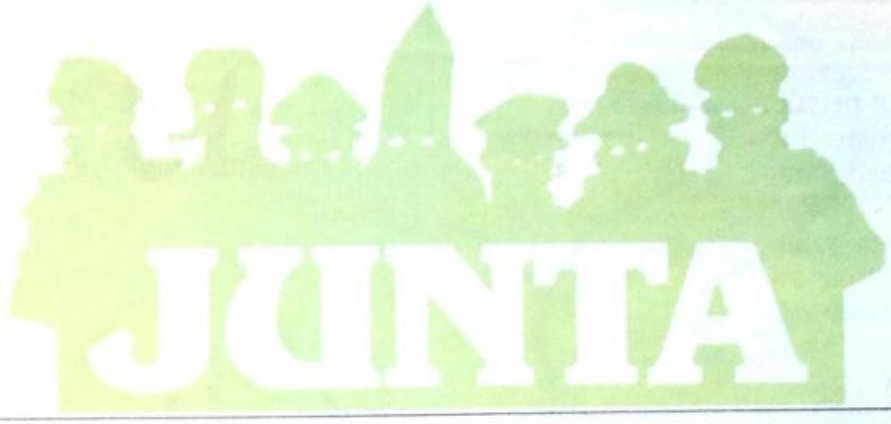
Greedy, slimy

How a game of *Junta* is actually played depends largely on how greedy, slimy and despicable its players are. This is because almost any deal, bribe or "arrangement" is allowed and you don't even have to honour them.

The most common of these are unpaid bribes for votes over the budget, but they can range to devious plans such as one in which I called a coup, deliberately lost it, so that El Presidente had an excuse to kill a fellow rebel who was proving difficult to assassinate!

Learning how to play *Junta* will only take minutes but perfecting it will take years of studying the likes of JR Ewing and our own politicians.

At £14.95 *Junta* costs little more than a computer game and is excellent value for money. It is produced by an American company West End Games and is available in specialist games shops such as Games Workshop, Just Games and Virgin Games Centre.



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If you have any difficulty in obtaining a copy of International Karate, send your cheque or postal order made out to:–
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Don't forget to include your name, address and game format required. Allow 28 days for delivery.

SCAN

NOT AT ALL ABOUT XMAS

THE BUNCH of comedians, pop stars, writers and pillocks that got together for Comic Relief have added to their vinyl and stage show exploits to produce a book.

***The Utterly, Utterly Merry Christmas Book* is a cobbled together publication by Comic Relief members such as *The Young Ones*, Michael Palin, *NOT* person Rowan Atkinson, Sue Townsend and *Spitting Image*.**

The Young Ones

It will be published on October 23rd and is the brainchild of Douglas Adams – author of *Hitchhiker's Guide To The Galaxy*. He volunteered to get all the comic writers he could lay his hands on to write a special book for Comic Relief.

It's expected to follow the success of *Living Doll* by Cliff Richard and *The Young Ones* as well as the stage show which was shown on BBC – and promptly got more letters of complaint than any other comedy programme.

The brief Adams gave to contributors was for them to "produce an original piece of work that related specifically to Christmas, was loosely about Christmas, or carefully avoided any mention of Christmas whatsoever".

Chapters included in the book are: *Adrian Mole's Christmas* from Sue Townsend, *A Startling Expose of The Sex Life of Biggles* from Michael Palin, *The Gospel of a Sheep and St. Sylvester Stallone* from Reverend Rowan Atkinson and a lot if letters from Lenny Henry explaining why he couldn't contribute.

Utterly, utterly

It would cost about £50 to buy books by all the Comic Relief authors but *The Utterly, Utterly Merry Christmas Book* will cost only £3.95.

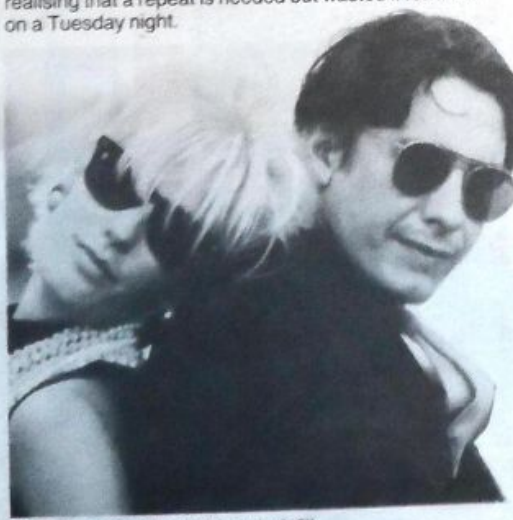
Not a penny will be made by publishers or contributors but profits will go directly to African aid charities and programmes for disability and drug abuse in Britain.

"Hey guys, how about mentioning me in the story? Oh no, *not Neil*. Neil's too boring, he's just . . ."

Tube service on Sundays

THE expected return of *The Tube* has been announced along with the unexpected news of it being repeated on Sundays.

It appears Channel Four has come to its senses, realising that a repeat is needed but wasted if run at 11 on a Tuesday night.



"Do you ever get up on Sundays Jools?"

Depends how much I've had to drink.

The re-scheduled repeat is billed as the climax of Channel Four's extended Sunday morning transmisions and is bound to raise eyebrows amongst the starched-knickers brigade. TV watchdogs/do-gooders/concerned parents will all recoil at the thought if the historically evil thing called "Rock 'n' Roll" blaring out while (they believe) people are at church.

It is also worth remembering that presenters Jools Holland and Paula Yates are under increasing pressure to watch their language after "horrified of Luton" and other moaners managed to scare TV bosses rigid.

The new series will run for twenty three weeks in what is its fifth series. Jools himself was unavailable. But his answering machine passed on this message to adoring fans: "Mr Holland and Mr May *(Holland's agent)* are at the Edinburgh Festival until August 26. Please leave a mesage and time and date of the call after the tone." He's just so wacky, that Jools.

No doubt if contactable the *Tube* team would have been ecstatic at the prospect of a new series and given all the relevant comments about what a wonderful show it is. The succesful mix of name bands, new bands, interviews, fashion, humour and current affairs will continue along with, no doubt, the occasional surprise.

Second coming

Superman II
Thursday 4th September
ITV (8.00) all regions

IS IT a bird? Is it a plane? No, it's a follow-up.

That famous superhero who likes wearing his pants on the outside returns to TV this week.

Three rebels return from their banishment to wreak havoc in the state of Idaho, USA. The evil bumbler Lex Luther sees another chance for world domination and Superman has to start all over again.

Christopher Reeve and Gene Hackman star in a follow-up which far outshines the original.

Don't miss it!

SUPERMAN: flies in again on Thursday night

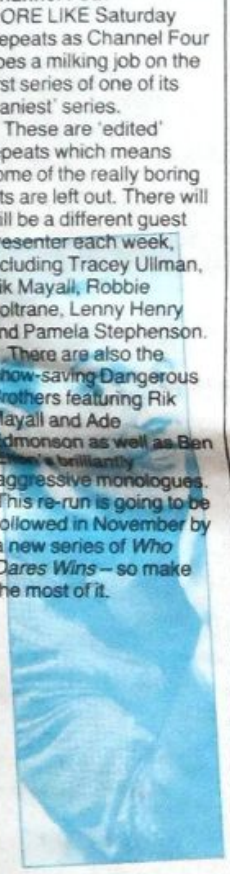
Live and dangerous

Saturday Live
Saturdays from 13 September
Channel Four

MORE LIKE Saturday Repeats as Channel Four does a milking job on the first series of one of its 'zaniest' series.

These are 'edited' repeats which means some of the really boring bits are left out. There will still be a different guest presenter each week, including Tracey Ullman, Rik Mayall, Robbie Coltrane, Lenny Henry and Pamela Stephenson.

There are also the show-saving Dangerous Brothers featuring Rik Mayall and Ade Edmonson as well as Ben Elton's brilliantly aggressive monologues. This re-run is going to be followed in November by a new series of *Who Dares Wins* – so make the most of it.



RIK : Wackee!

NO MORE HEROES?

ANOTHER REVIVAL of an old sixties TV hit series is coming to the screen courtesy of Channel 4 this autumn.

Hogan's Heroes was one of the first US comedy series to be shot in colour and as a result will probably prove to be more popular today than other revivals like *I Love Lucy* and *The Beverley Hillbillies*.

Basically, Hogan and his men are POWs – but by choice — and help the allied war effort from behind the lines.

Watch it if only for the performance of Werner Klemperer as Von Clink.

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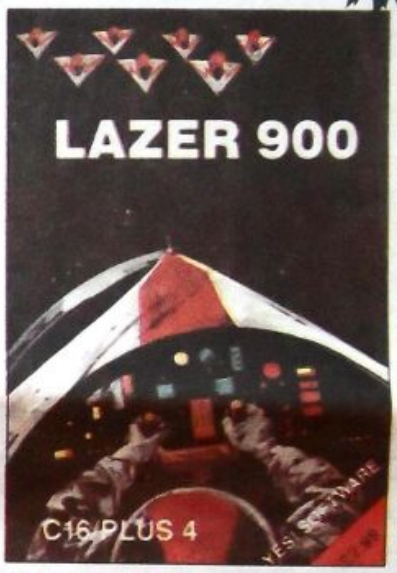
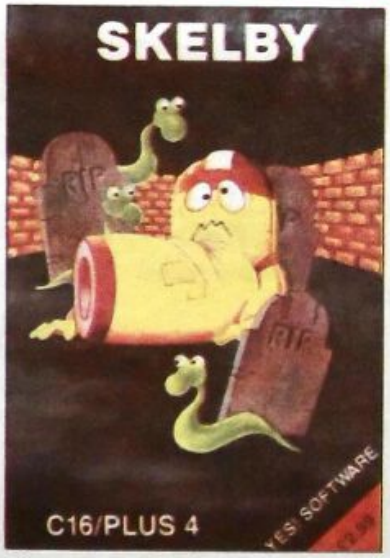


★ NEW RELEASES ★



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SCAN

SWEET 'N' SOUR SEQUEL

THE KARATE KID II
Ralph Macchio,
Pat Morita
Directed:
by John Avildsen
General Release: »» Now

UNFORTUNATELY THE *Karate Kid Part II* stays true to the Hollywood norm in that it fails to live up to the quality of its predecessor.

Starring Ralph Macchio in the title role and Noriyuki 'Pat' Morita as his mentor Myagi, *KK II* tries to be something it isn't – deep and meaningful.

Basically, the film has two storylines. Myagi returns to his home town Okinawa for his father's death (God only knows how old he must be – Myagi's 68) and falls in love with his old girlfriend.

But, Myagi has a rival, Sato, who feels he has been dishonoured by Myagi who left Okinawa forty years previously rather than fight Sato over the woman they both loved, Yukika. "After all, best way to avoid punch is to not be there," says Myagi (Frank Bruno please note).

Meanwhile the KK (Danny) has fallen in love with Kumiko (Tamlyn Morita – any relation to Pat? and has also succeeded in insulting Sato's nephew who now wants to kill our hero.

There are no real training montages in *KK II* – Daniel seems to learn all he needs for the climactic fight scene from a small drum on a handle.

Director John Avildsen (director of *Rocky* and the original *Karate Kid*) claims that he was persuaded to direct this sequel because Bob Kamen's script "had heart". In America *maybe* but British audiences may find it sentimental and sickly sweet.

KK II will appeal to the younger audiences, although the final scene is both stirring and violent. Really, it could've done with more chop and less suey.

Steve Ryles

LESS HASTE MORE SPEED

JAKE SPEED
Wayne Crawford
(who he?—Ed),
John Hurt
General release:
5th September

NEWCOMER WAYNE Crawford takes the title role in another film attempting to emulate *Indiana Jones*.

When Spielberg created the Indiana character, he subjected filmgoers to years of torture as other lesser directors attempted to outdo him — the latest example being *Remo — Unarmed and Dangerous* which, to put it mildly, stiffed.

The idea behind *Jake Speed* is sound: two characters rely on real life incidents to write material for their successful books.

So, when two young girls are kidnapped Speed and sidekick Des Floyd (Dennis Christopher) take up the chase on behalf of one of the girls sister, Margaret, played by Karen Kopins.

Speed finds out that the girls have been kidnapped by — wait for it — white slavers in rebellion torn African state Buzoland.

John Hurt plays the Slavers head Sid Wigway as a sadistic wacko with an accent half Michael Caine cockney and half Australian. He manages to bring the film to life whenever he appears.

Jake Speed is just not interesting enough. Audiences reared on *Indiana Jones* expect their hero to be rugged and involved in hair-raising spectacle. Speed is neither rugged or involved in scenes like that.

Consequently, it's like a TV movie seen on a Sunday night when you're bored out of your brain.

Phil Nutman

FILMS

LONDON TOP TEN

1 (1) **HANNAH AND HER SISTERS**
2 (2) **A ROOM WITH A VIEW**
3 (–) **TARGET**
4 (4) **THE COLOUR PURPLE**
5 (3) **PRETTY IN PINK**
6 (5) **COBRA**
7 (6) **THE KARATE KID Pt II**
8 (7) **DESERT HEARTS**
9 (–) **UNDER THE CHERRY MOON**
10 (9) **POLICE ACADEMY III: BACK IN TRAINING**

Screen INTERNATIONAL

VIDEOS

RENTAL TOP 20

1 (1) **GOONIES** (Warner)
2 (–) **POLICE ACADEMY 2: THE FIRST ASSIGNMENT** (Warner)
3 (3) **NIGHTMARE ON ELM ST** (CBS/FOX)
4 (2) **COCOON** (CBS/FOX)
5 (7) **GREMLINS** (Warner)
6 (5) **MAD MAX – BEYOND THUNDERDOME** (Warner)
7 (6) **WITNESS** (CIC)
8 (16) **VIEW TO A KILL** (Warner)
9 (12) **BEST DEFENCE** (CIC)
10 (13) **KARATE KID** (RCA Columbia)
11 (17) **BEVERLY HILLS COP** (CIC)
12 (–) **WEIRD SCIENCE** (CIC)
13 (18) **POLICE ACADEMY** (Warner)
14 (–) **PALE RIDER** (Warner)
15 (8) **FLETCH** (CIC)
16 (11) **GHOSTBUSTERS** (RCA Columbia)
17 (–) **RAMBO – FIRST BLOOD PART 2** (Cannon
18 (10) **BREWSTER'S MILLIONS** (CIC)
19 (15) **EMERALD FOREST** (Embassy)
20 (–) **EXPLORERS** (CIC)

Courtesy of Video Week

DAY OF THE DEAD
Directed by George A. Romero
General release: 12th September

THE DEAD AREN'T DEAD

DAY OF THE DEAD

CERT 18

GEORGE A. ROMERO'S third in his zombie series lurches off where its predecessor eight years ago finished.

A group of soldiers and scientists are holed up in an underground missile base, desperately trying a way to neutralise the flesh hungry zombies.

Food, ammo and medicine are running low and tension mounts as the scientists try to find a cure. Leader of the soldiers, Rhodes (Joseph Pilato) threatens to shoot scientist Sarah (Lori Cardille) because of the number of men lost due to experimentation.

Romero's first zombie film eighteen years ago — *Dawn of the Living Dead* — is now recognised as being a schlock horror classic. Even now, black and white images of zombies eating entrails turn the stomach.

This, the third, is not for the squeamish but if you're over eighteen — or lie convincingly — and have a strong stomach, check it out to see how a real horror movie should be made without resorting to cheap gimmicks (producers of *Friday 13th Part VI* please note).

Phil Nutman

FOOTBALL MANAGER

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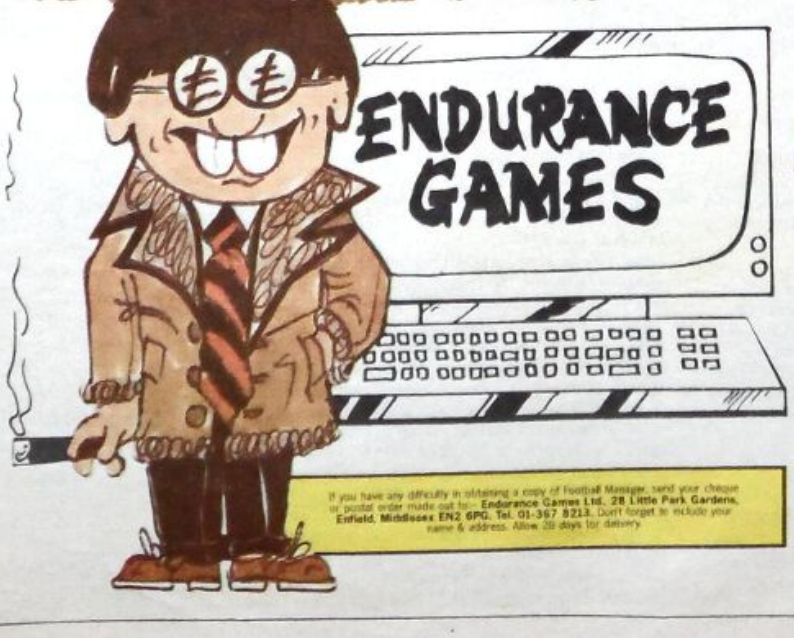


FOR THE MSX

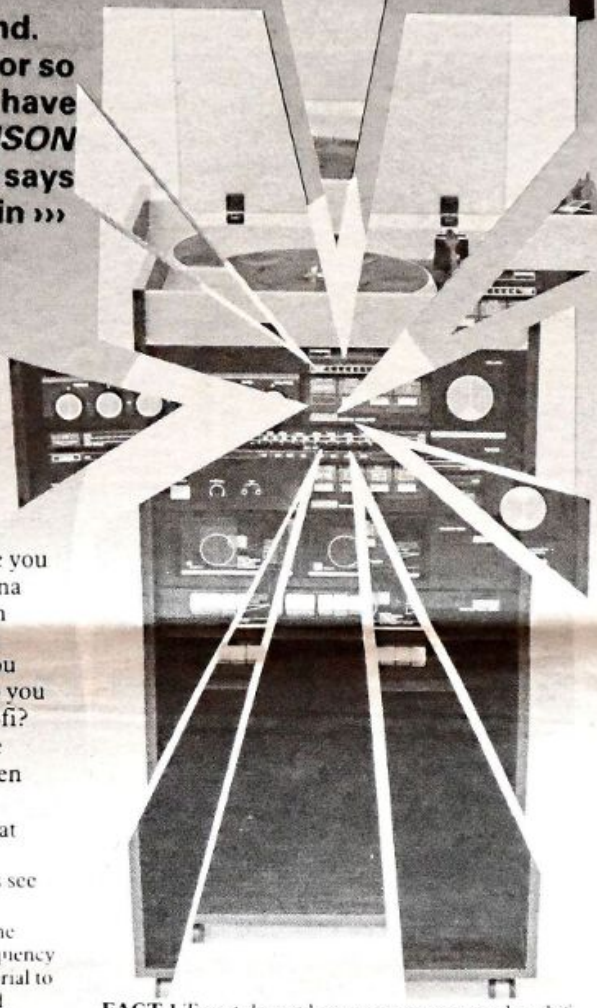
RRP £8.95

LICENSED FROM Addictive

If you have any difficulty in obtaining a copy of Football Manager, send your cheque or postal order made out to: **Endurance Games Ltd. 28 Little Park Gardens, Enfield, Middlesex EN2 6PG. Tel. 01-367 5213.** Don't forget to include your name & address. Allow 28 days for delivery.

WAY OF THE EXPLODING MYTHS

Myths about hi-fi abound. Spend more, get more — or so the manufacturers would have us believe. *HENRY SMITHSON* hits out at the myths, and says rip them up and start again »»



What sort of hi-fi listener are you dear reader? Does Madonna ghetto-blast your bedroom while you carry out the zit inspection in front of the mirror? Did you buy a hi-fi to play your records on, or do you buy records in order to show off your hi-fi? When the parents are out do you and the mates have a quiet evening of Iron Maiden and your dad's vodka?

Or maybe you're the purist who thinks that hi-fi and ghetto blasters shouldn't be seen together in the same printed sentence? Let's see if you're right . . .

OK — so what is hi-fi? Well, firstly, HI-FI (the Concept) is the process of delivering the full frequency and dynamic range of the original recorded material to your ears with the minimum of deterioration and alterations. And secondly, hi-fi (the Thing) is, in the context of this article anyway, the bit of kit that's doing it. Or trying to — because a lot can happen in the space between the stylus (or playback head) and your ears!

Consider this . . .

REASON TO BE UNCHEERFUL

Recording studios spend thousands of pounds in trying to create an ideal listening environment in their control rooms (that's the room where the producer sits with his mixers and tape machines, listening to the sound coming out of the monitors).

Why?

Because they need to hear the true picture of the music that they are trying to create. Trouble is, we take the records home, stick them on a system where the needle hasn't been changed for years, with the sound coming out of speakers half hidden behind the sofa, whilst sister dries her hair with something that seems to exceed the decibel count of Ian Paisley.

And do we care? Not usually.

Why not? Because — and this is the crux of the biscuit — the sound that we're getting satisfies our needs at the time.

THE MYTH. The big *myth is that you actually need piles of expensive gear. The reality* is that we hardly ever listen to music in an environment where we can appreciate the quality of reproduction that we're

FACT 1 To get decent bass response you need to shift large volumes of air. So you need big speakers (ask any reggae sound-system operator!) Which is why professional studio monitors rarely have anything less than 15" woofers inside. So if you want good bass response out of bookshelf speakers or ghetto blasters, forget it!

FACT 2 Even with the best equipment you will not hear the full treble unless you are directly in the line of fire of the tweeters in your speakers. Audio frequencies get more directional the higher they get, so if you're not 'on axis' with the tweeters, you're going to miss out on the high treble that gives music its 'presence'.

FACT 3 Assuming you've got decent gear and the speakers are homed in on your ears, the chances are you're still not getting the correct reproduction. The room you're in and its contents all impose their own characteristics on the sound. For instance, curtains and sofas tend to absorb treble, and mirrors and windows can set up spurious reflections.

FACT 4 Even if the rest is perfect, you're still not going to hear anything properly unless you are sitting quietly, concentrating on the music, and preferably insulated from such intrusions as Dad putting up the new kitchen units with his Black & Decker. All of which leads to the inevitable conclusion that . . .

FACT 5 in the real world, you're never going to hear proper HI-FI stereo reproduction unless you have good gear and an acoustically correct room insulated from outside noise (a bit like a studio control room, in fact!). Also you have to be in the right position relative to the speakers, and find the time to sit there quietly

BIG AUDIO DYNAMITED

So if all this gear is redundant, why do we buy it? Well, in fact we didn't, or rather only hard-core HI-FI buffs did. That curious breed had a mission — to eliminate 'wow' and 'flutter' from the face of the earth with their good old British Quad amps, Tannoy speakers, and turntables that featured bizarre systems of balance weights and pulleys and cost an arm and a leg.

But then in the early seventies the Japs brought us their little boxes covered with enticing small print like 'Dynamic Sound Enhancer' and 'Soft Touch Mechanical Logic Control'. We didn't know what it meant, but we knew we wanted some of it!

And so it came to pass that hi-fi became a mass consumer market. Nowadays we have a bewildering choice of audio hardware, but the amazing thing is — it's so cheap. If anything, hi-fi has gone *DOWN* in price in real terms. And it's all brilliant stuff — from the not so humble Walkman, through ghetto blasters, to midi systems, tower systems and separates — each with its particular strengths and weaknesses, but great in its own way.

But are they *hi-fi?* Who cares — just get what suits YOU.

There are, of course, some slightly illogical items, such as the 250 quid tower system with CD player. Someone (me, in fact) once said that putting a CD player into a cheap tower system is like putting a V8 engine into a Citroen 2CV — ie it's a bleedin' waste of time!

The awesome reproduction potential (in the right circumstances, remember) of the CD player is cancelled out by the general crappiness of the rest of the system. The speakers are usually the weakest link in midi and tower systems. If you're the discerning type who will notice the difference, get a midi or tower system without speakers and fork out around £130 for some decent ones to add on.

WALKMAN BACK TO HAPPINESS

So, if there's a moral to this tale, it is this . . .

When it comes to buying audio gear, remember the Facts (1 to 5). Don't be deduced by the knobs or blinded by science — just get whatever is adequate for your needs. You'll probably never know the difference.

The best listening environment you may ever experience could well be your £30 Walkman and headphones . . .

FOUR FLICKS

CHANNEL FOUR'S autumn series of films offers, as usual, a mixture of oft seen classics and obscure foreign features that appeal only to the minority.

In the classics section is quite possibly the best Marx Bros. film **A Night At The Opera** and that timeless duo Spencer Tracy and Katherine Hepburn in **Adams Rib**.

Both of these, along with Peter Sellers' **The Party** and Claudette Colbert in **Palm Beach Story** will be shown on Tuesdays at 9pm which is apparently the channel's most watched film slot.

Indeed, Channel Four's emphasis is on comedy this autumn, with Thursday and Saturday afternoon matinees of films by Will Hay – a greatly underestimated slapstick artiste – Jerry Lewis, WC Fields (who on celluloid is greatly disappointing), Charlie Chaplin and the Kings Of Comedy, Laurel and Hardy.

Thursday nights look like being the most interesting, with a season of Alec Guinness films including **The Horse's Mouth**, **Our Man in Havana** and **Father Brown**. There is no mention in the list before me of **The Card**, one of Guinesses' finest performances or his masterly comic performance in Ealing's **Kind Hearts and Coronets.**

There will also be a season of films by great directors, such as Billy Wilder's extraordinary **The Lost Weekend** starring Ray Milland as a drunken writer who goes too far, and Laurence Olivier's towering Heathcliff in William Wyler's pre-war version of **Wuthering Heights** which even today moves the viewing public to tears.

No doubt in an effort to bring the masses to switch to Channel Four, **F.I.S.T.** starring **Rocky** – sorry, **Rambo** – sorry, Sylvester Stallone in a tale of trade unionism in the thirties. It's not even worth bothering with – Stallone as a thirties' Arthur Scargill is embarrassing.

Steve Ryles

SIGN OF THE TIMES ?

AFTER INCREASING pressure from government officials and busy-bodies, Channel Four has bowed to the idea of pre-program warning symbols.

In a six month experiment Channel Four will show a full screen red bordered white triangle at the beginning of relevant films and during commercial breaks. A smaller version will also be visible during the naughty programme throughout its duration – for people who turn on during it or video it.

The prim and proper British citizens who have already managed to force their own selfish censorship on British TV will hail this as a victory. What they have failed to realise is that the symbol appearing in newspaper TV listings will make many people deliberately watch out for it.

Channel Four could well have been very astute in finding a way to keep Mary Whitehouse and her sidekicks happy while boosting viewing figures.

The first scheduled film for which "special discretion" is required is *Themroc* to be transmitted at 11.30 pm on Friday 19 September. It's a French comedy which would probably have gone unnoticed if the symbol hadn't been employed.

It appears the prudes have stabbed themselves in the back.

Charley Hunt

NEW for the ST from microdeal ELECTRONIC PUBLISHING

CORNERMAN £29.95

What Sidekick did for the IBM, *Cornerman* does better for your Atari ST! This utility gives you a host of useful desk-top tools in one simple, neat package. With everything from a built in clock to a full function calculator, a cluttered desk is a thing of the past. And as a Desktop Accessory, *Cornerman* is a available nearly anywhere within GEM.

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*** Hayes Compatible**

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What would a utility be worth that could turn back time and end frustration? Before you find out the hard way that such a utility would be priceless, prepare yourself with *MichTron Utilities*. This utility searches for and retrieves deleted files and lost data. It also lets you change file contents, attributes, file and volume names, or any individual bytes on disk! Just enter replacement data or click on selector buttons. You can format individual disk tracks and copy individual sectors to repair damaged disks. A new 10 sector format utility lets you add 80K of storage capacity to you disks.

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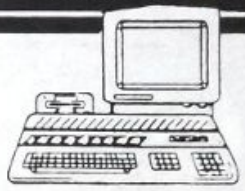

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NIGHTS IN BLACK SATIN

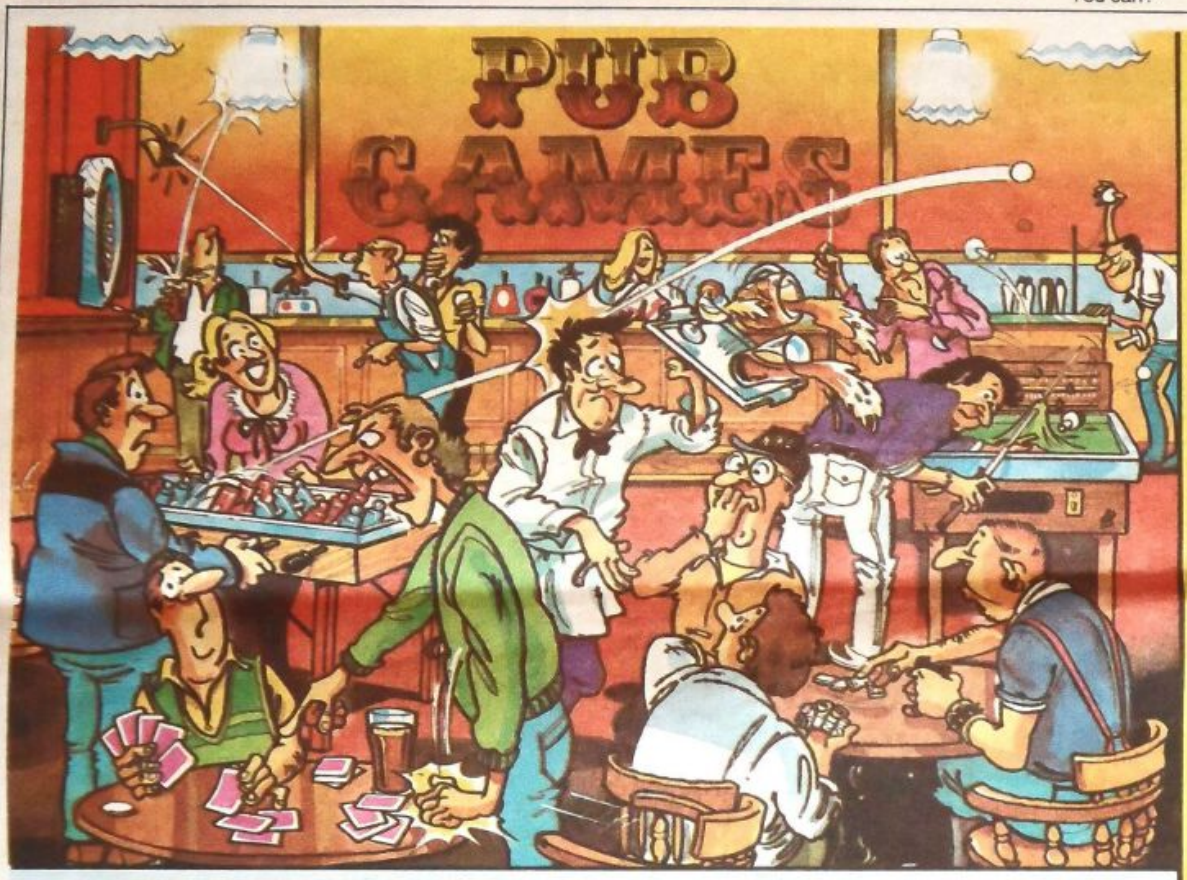
WITH DAVINA

I'm still not sure how I got talked into doing this. Lying in bed last Monday morning (keep this quiet, but it was my own) when the phone rings. Lifting the receiver silence reigns, and for one glorious moment hope sprang eternal in my breast – sorry, *breasts*. For there's no better way to crack open the day than with a spot of heavy breathing. Even if it is only down the phone. This time though, no such luck.

"Morning angel" droned an all-too familiar voice.

It was my agent Merv. I bet you can't guess my pet name for Merv.

You can?



AND THEY CALL THEMSELVES ADULTS!!!

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The times they've left you at home because 'you're not grown up' or 'not old enough to come to the pub' and look what they get up to when they get there! Here's your chance to find out what it's really like in those smoke filled haunts of adulthood. The opportunity to see how good you are at these ADULT?? games.
Why let the mums and dads have all the fun. Pub Games can be a laugh for everyone.

ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK · ALLIGATA BITES BACK

Looks like we're going to get on fine.

"You there Babe? There's a new magazine starting up wants you to do some work for them. Calls itself '*BANG*'.

This was not exactly music to my perfectly-formed shell-like earholes.

"Look darling" pleaded Merv, "they need someone who loves Rock and Roll, knows everyone, goes everywhere and rats on all her friends.

Now this was more like it.

And giving the matter more detailed contemplation, I began to see the attractions of a plush suite of offices, Private Sec and Twenty thou basic. So in answer to my subtle inquiry about salary ("Do I employ Securicor to pick up the wages?") the answer Davina did *NOT* expect was:

"The pay's a tenner a week plus a free copy of the paper. Every other issue."

I slammed down the phone and pondered the options. It came down to slash el wristy-poos or write the naffing column. And I am telling you it was *damn* close.

So here we are – initial ish time. And at this crucial stage of what is bound to become an intimate relationship, (aren't they all dears?) let Davina make you this solemn promise. Everything you read in this column will be the total and absolute truth.

Except for all the lies.

And half-truths.

And a few quarter-truths.

But Davina just knows you can spot La difference. Which we trust is more than can be said for any lawyers looking in (Hi parasites). Not that I care about being sued, but when I handed the Editor the outline for this article, such a cute little nervous twitch appeared above his right eye. Very fetching. Mind you, he'd struggle to look any uglier.

So let's get down to Bizz.

And where better to

than in the direction of Mr Clean himself, **Paulie Macca**, known to his friends as the Banker. Because he's got more than Barclays.

Well it turns out he's not such a cast-iron cert, for old cherub features releases his first ditty in aeons and, que pasa? Not only does it plumb new depths of vinyl pongability but barely scratches the surface of the hallowed Twenty. Howls of despair from EMI HQ and a long line of Company execs badgering the girls at Boots for diarrohea tablets.

However mes cheries, zis is snot exactly a new event in our Paulie's career. For precisely the same thing happened pre-Crimble '84 when *Say, Say, Say* was launched on Joe Public who, in an all-too-rare display of collective good taste, promptly stuck up two fingers. Said dirge bombed down from Numero 6 to 18 in only the third week of release. True, the Macca/Jackson combo – not exactly short in moolah department – promptly shot a pukie-sweet video and propelled *Say* back up the listings, but I think Davina's point is made, don't you?

Rumours from Manchester Square whisper that the soon-come elpee ***Press To Play*** may be delayed whilst bigwigs scratch heads, armpits and bums in search of a more appetising aperitif in advance of the main dish.

Believe this not. Davina's ears have already sampled *Press*, (courtesy of friends in low places) and I can vouch there just ain't no tastier morsels on offer. *Press* will be unavoidable in all record emporia come mid-September.

And talking of mega-plonkers, **Spandau Ballet's** comeback didn't exactly shake the roots of the R&B globe. CBS spent trillions signing that shower and, in the glare of a publicity blitz *Fight For Ourselves* went down the khazi.

However, whilst musically their talent may be on a par with Daffy Duck, mention of the Spands does make my bits that still wobble (no smartarse – I don't mean chins) launch into their Zebedee impression. Not that Davin's jealous, but whatever possessed **Martin Kemp** to marry that **Shirley Holliman**? What's she got that I haven't? (The first one of you that so much as *THINKS* "youth" is in real shtuck.)

I went to a Spandau concert once – put on my schoolgirl uniform and, dammit, *STILL* looked the oldest one there. They must raid primary schools for their audience.

A somewhat older, no less motley bunch showed up at the **Prince** gigs at Wembley. It was all very outre my dears, and such a lot of fuss about a little sex with a mike.

Why I've done it loads of times. And take it from me – Henry's are a lot more fun.

Post-gig, off we gay things (some more than others) trooped to Busby's for a bash, and waltzing through the entrance Davina was stopped by a most impertinent bouncer. No matter – experience teaches one how to deal with minions. "Guest-list" I cried, and sauntering off in search of the Bar, heard a voice behind me pronounce "It's OK, George. Prince warned us his mother might show up." A handbag round the moosh soon put him right.

And talking of smacks brings us to **Boy George** and beaucoup mutterings of discontent from the land of the Virgins. The tarots have been predicting a **Culture Club** splitsville for many a yonk – ever since **Mikey** almost got on his bikey in '85. Personally I just wish they'd get on with it, and frequently lie awake at night dreaming of a trilling trio of **Divine**, **Marilyn** and Georgie. And who knows, maybe to mark their debut, a release of *Sisters are doing it to one another*?

On the good news front, September is looking tasty LP-wise, tho' with the spastic plastic currently lining the charts *Wombling Free* would be an improvement (altogether now "Underground, overground . . ."). Leading the pack as ever is **Elvis** (call me **Declan**) **Costello** with a swift follow-up to the much-vaunted *King of America*, closely followed by (control yourself girls) **David Sylvain's** long-awaited *Gone To Earth*. (Tell me truly – don't you think Davina Sylvain has kind of a nice ring to it?)

But saving the big news for last – **Nana Mouskouri** will shortly be regaling discerning music lovers everywhere with her latest LP *Wouldn't you rather be deaf?* Looks like trendy Greek restaurants are the place to avoid unless you want an earful.

You do? Do you work for the NME?

Lots of luv, loves

DAVINA

MUSIC VIDEO

TOP TWENTY

1 (–) **WHAM IN CHINA** (CBS/FOX)
WHAM

2 (2) **ALCHEMY LIVE** (Channel 5)
DIRE STRAITS

3 (1) **BRO'S IN ARMS** (Polygram)
DIRE STRAITS

4 (3) **VIDEO EP** (PMI)
FREDDIE MERCURY

5 (5 **LIVE IN RIO** (PMI)
QUEEN

6 (4) **THE VIDEO** (CBS/FOX)
WHAM

7 (–) **WAKE** (Polygram)
SISTERS OF MERCY

8 (6) **THE VIRGIN TOUR** (WEA Music)
MADONNA

9 (7) **THE HAIR OF THE HOUND** (PMI) **KATE BUSH**

10 (16) **THE VIDEOSINGLES** (Polygram)
LEVEL 42

11 (8) **GREATEST HITS** (RCA Columbia)
BUCKS FIZZ

12 (11) **STARING at the SEA** (Palace)
THE CURE

13 (9) **LIVE UNDER A BLOOD RED SKY** (Virgin/PVG)
U2

14 (10) **1982-86 THE VIDEOS** (PMI)
MARILLION

15 (13) **WHAM 85** (CBS/FOX)
WHAM

16 (15) **GREATEST FLIX** (PMI)
QUEEN

17 (12) **LUXURY of LIFE** (RCA Columbia
FIVE STAR

18 (18) **NO TICKETS REQ'D** (WEA)
PHIL COLLINS

19 (14) **TONIGHT** (Channel 5)
ROD STEWART

20 (17) **THE SINGLE FILE** (PMI)
KATE BUSH

Courtesy of Video Week

WHAM!: "WHAM IN CHINA – FOREIGN SKIES" (CBS/Fox Video) 62 minutes

THIS is the most succinct witness of a clash of cultures. A pair of Aliens, revered in their own back yard, land in the market-place of an ancient civilisation, without maps, dictionaries or history books, and proceed to perform primitive rituals in front of a bemused populace.

Imagine the huge mothership from *Close Encounters* landing in Peking and disgorging *Morons From Outer Space*. Now imagine the Moron's first action to be reaching for the combs in their back pockets! (If it were not so funny, it would be tragic.

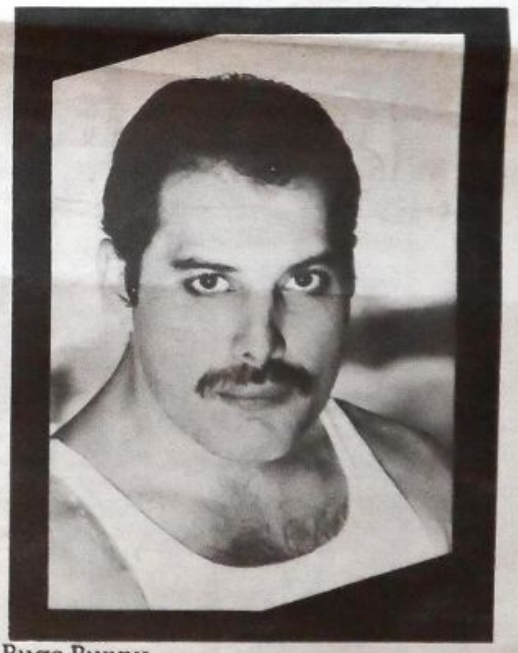
I was lucky enough to visit China four years ago, and top-of-the-pops was *The Lonely Goatherd*, while the kids wore uniforms. According to this film, things have certainly changed. Was that an aikido-dancing punk I spotted?

The live concerts cover the expected Wham! hits, from *Wake Me Up Before You Gogo* onwards, and prove conclusively that George Michael is a damn fine performer, and that Andrew Ridgeley has no dress sense, no musical ability and no bum.

The video-cliches are duly trotted out, slow motion shots of ancient grinning chinese faces, the Great Wall, locust swarms of bicycles, and overfed sluts and boors from the freeloading bowels of Fleet Street.

Did you know this video made the Guiness Book of Records before it was released, as commanding the largest audience for any film premiere? (It was shown to 72,000 fans at the Wembley farewell concert).

Did you know that 3,500 years ago, China appointed a Keeper Of The Tone, who kept metal gongs at constant temperature and humidity, and that musicians came from the far corners of Asia to tune their instruments to perfect pitch. *Much* more interesting . . .



Bugs Bunny

FREDDIE MERCURY: "FREDDIE MERCURY VIDEO EP" (PMI)

HIS face is a cross between Burt Reynolds and Bugs Bunny. His body is a cross between Sean Connery and Madonna. His ego is a cross between P.J. Proby and Zeus.

Watch him raise the opera house roof!

Marvel as he flies through the air! Gasp as he stuffs his head between ladies' legs! Squirm as he performs megadross like *Time*! Cringe as he hits the high notes in *Made in Heaven*!

Freddie Mercury is so outrageously over the top that this truly awful video is immensely entertaining.

Maxine Shapiro

WHETHER IT'S computer games or music videos, the trouble with compilations is that you always get some real garbage alongside the good stuff.

Now That's What I Call Music 7 (video) is no exception. For every post-Punk dance pop slammer like The Housemartins *(Happy Hour)*, there's a tedious "I really know how to act like a pop star" bump'n'grind dross from Sam Fox *(Do Ya Do Ya Wanna Please Me)*.

Other Vidtracks include Level 42 *(Lessons In Love)*, Simple Minds *(All The Things She Said)*, Big Country *(Look Away)* Sly Fox *(Let's Go All The Way)*, and Sick Sick Stupid's *Love Missile F1-11*.

It runs 80 minutes, costs a penny less than 15 quid and has 20 tracks in all.

SIGUE SIGUE+SPUTNIK

Tube Special: Handmade in Hong Kong
Tuesday 7 October
Channel Four

REMEMBER WHEN Madonna and hubby Sean came to England earlier this year? It was for the English scenes of *Shanghai Surprise* and there was all that foot-stamping about media attention.

Well this has got nothing to do with that (*Brilliant – Ed*). It's about the scenes filmed in Hong Kong. Tyne Tees sent a film crew to make a fifty minute documentary which includes a Paula Yates interview with George Harrison.

The ex-Beatle was the executive producer of the film and in the interview he performs a couple of songs as well as speaking openly about the Poison Penns.

Shanghai Surprise itself is set in the 1930s and should be on cinema release towards the end of the year.

MADONNA: Stamp that foot

Tube Special: Queen in concert
Saturday 25 October
Channel Four

THERE WILL be plenty of prancing, posing, posturing, and in some cases puking when Freddie Mercury and his ageing Queenies hit Channel Four this weekend.

The dinosaur rockers appear in a ninety minute recording of one of the band's recent sell-outs at Wembley.

This is a curtain-raiser to a new *Tube* series which starts the following week and will provide enough fist-clenching to keep Queen fans happy for a month – or with luck a lot longer than that.

For some strange reason Queen seem important enough to have the gig shown along with a stereo 'simulcast' on all independent radio stations – well, you can always try Caroline.

KJC Games, Britain's leading Play By Mail company, introduces to you our new Play By Mail game of Xenophobia, Conquest, and Space Warfare called

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BRITAIN'S MOST ADVANCED COMPUTER MODERATED PLAY BY MAIL GAME...AN EXCITING NEW GAME

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& BEST SCI FI GAME FOR 1985
'EARTHWOOD' BEST TACTICAL/STRATEGIC PBM GAME FOR 1985

Capitol features -
- A strategic space warfare game, completely computer moderated.
- Approximately 35 players per game.
- Players design their own race's characteristics and description.
- Construct bases on your planets for protection and production.
- Design your own starships and build them at your star bases.
- Expand your empire and conquer other races.
- An 'advanced stage' of the game introduces new technologies of stargates and improved ship movement capabilities.
- Capitol's simplified order formats are easy to remember. No coding your orders onto computer cards or other gimmicks.
- Capitol has an easy to understand rulebook, complete with numerous examples.
- Capitol was subjected to the largest playtest of ANY commercial PBM game. Over 100 players played over 1500 turns of Capitol prior to release.
- Runs on an IBM PC, using 512K.

"Capitol is fast becoming the standard against which other space warfare games are compared."

- With each rulebook you receive a set of overlays to use in mapping the game and moving ships.
- Mapping Capitol is extremely interesting, using the computer printed maps you receive with your turn results.
- No due dates. Capitol allows you four turns per month. Most other computer moderated games have the usual one turn every two weeks.

KJC Games has been running Play By Mail games for about five years now and our reputation for giving good, exciting games and a first class service is second to none. Our team of professional Gamesmasters will usually reply to your turn within 48 hours.

Readers in North America should write to Adventures By Mail, PO Box 436, Cohoes, NY12047, for information on Capitol.

EARTH WOOD

25 players compete to be the ultimate ruler by controlling all the developed cities, either singularly or with an alliance. A typical game will last about 18 months, with the first knockouts usually starting after six months.
Each player is either a king of a fantasy race or a powerful charismatic character. You can recruit trolls, wildmen and control powerful creatures such as dragons. Your characters will capture and control cities, upon which you can spend gold to improve security, workshop production, defences, and maintain and enlarge your army. With gold, your wizards undertake magical research. Spies search out enemy strongholds and then attempt acts of sabotage, theft and assassination.
These are just a few options available to a player in Earthwood.
Earthwood is computer moderated but the turn sheets and replies are written in plain English.
No need to look through complex charts and code books to understand this game.

CRASIMOFF'S WORLD

Europe's most popular Play By Mail game - the fantasy campaign game with over 1,000 player parties already participating. To enter, send £6.00 for rules, setup, first three turns and copy of latest newsletter. Further turns £1.75 each.

NEW

CAPITOL
To enrol in Capitol send a £6.00 cheque/PO/International Money Order payable to KJC Games. For this you will receive the rulebook, setup and first two turns. Each turn of Capitol costs £1.75 for the first 60 orders. Each additional 30 orders costs 75p. European players are welcome.

EARTH WOOD
To enrol in Earthwood send a £5.00 cheque/PO payable to KJC Games. For this you receive the rulebook, setup and first three turns. Future turns are £1.50.

KJC GAMES

Send to KJC Games, PO Box 11, Cleveleys, Blackpool, Lancashire FY5 2UL.
Welcome on (0253) 866345

CAN OF WORMS

Words by MEL CROUCHER, pictures by Robin Grenville- Evans

AMERICA: LAND OF THE FREE

(credit cards welcome) Capitalism is a wonderful institution my friends, and the United States is my second favourite democracy, after Albania. One and a half million children disappear in the USA every year.

That's right.

One and a half million, abducted by a protestating parent, or a paedophiliac pervert, or hitting the road in search of Disneyland, or heroin.

But now, from the industry that brought you World War Three, the US computer corps is turning fear and misery into a multi-million dollar beanfeast.

Last year's top-selling Christmas toy was "Teddy Ruxpin", an electronic bear with moving lips and a battery shoved up its poopchute, that whispers warning tales all about the legion of wicked wackos that infest your local neighbourhood. Teddy retails at around $100.

Video tapes and fingerprint records of kiddiewinkies are an increasingly popular present, lavished on increasingly paranoid tots, and an updatable record designed as a sort of insurance policy for the day your Wendy or Hank go missing. 25 bucks, nightmares for free. Or how about a microchip cemented to a child's tooth, containing name, address and medical records, only $600? toddler-minder to your favourite child, a radar type alarm that shrieks warnings if junior is abducted from a preset radius. Feel *secure* for less than $30.

But I award my Open Palm of the Week to Ms. Nancy Burson of New York City, who is a "computer artist". Suppose a child aged nine went missing six years ago. The freckle-faced innocent's last photograph is probably unrecognisable from the tatooed hooker which has pupated, presupposing we are not looking for a corpse. Well, our Nancy will feed this photograph of the missing child into her computer, and proceed to "age" it into a likeness of today's possible appearance, by superimposing pictures of mom or pop, and using her imagination.

You can do much the same using your Spectrum or Beeb, or whatever you wish, if you invest in a £50 video digitiser, and write a simple program. The resultant face may be circulated in the newspapers, or it could decorate the side of a milk carton, which is becoming a favourite source of advertising revenue, as well as providing the 'aged' photograph, Nancy will charge the distraught parents a minimum of 500 bucks.

Maybe the reason for so many disappearances is not such a mystery after all. Perhaps they've run away to escape from cynical exploitation of fear. After all, the entire nation is controlled by exactly the same mechanism, for exactly the same reason: profit.

First, you get Teddy Ruxpin elected President of the USA.

Then wise old cuddly Teddy whispers terrifying fairy tales all about the Big Red Bogeyman.

Then, when he's got all the kids good and scared, Teddy's manufacturers step in and offer to protect the kids with their magic computer.

It doesn't matter that the computer doesn't exist, when they can open fort starters by charging 4 billion Big Ones for a computer program which just may be possible for something that just might

UNCLE NASTY'S KOMPUTER ALFABET:
Your weekly education into computing reality. The Truth, the Whole Truth, and a couple of fibs.

A is for ***ADVENTURE GAMES***, which were invented by the ***ALMIGHTY***, using an ***APPLE*** running the Llisp snake language, and first played by ***ADAM*** and Eve, who were half-naked, unemployed and believed they lived in Paradise, (which means they voted Conservative too). The greatest Adventure Game ever written is called *Pimania*.

A is for ***ARCADE GAMES***, such as ***ASTEROIDS*** which concernes hormone therapy for olympic ***ATHLETES***. Arcade Games are an ***ABUSE*** of technology. The best Arcade Game ever written is called *Deus Ex Machina. (A is for ABSOLUTE nonsense – Ed).*

A is for ***ACRONYM***, a smartyarse stringing together of initial letters, to form an irritating name; e.g. MUD (multi User Dungeon); AMSTRAD (Alan 'Muscles' Sugar Trading Ruthlessly At Dixons); AIDS (Advertising Incredibly Diabolical Software); BANG (Banal Amateur Nasty Gutterpress).

A is for ***ADVERTISING***, (see ***'AIDS'***), an ***ALIEN*** life form, that feeds on human bodily fluids, especially yukky ones. There are three main species:
the Ad Salesperson (Epidermis Elaphantus Telephonus)
the Ad Copywriter (Forktungium Backstaberum Alcoholis)
the Ad Illustrator (Homicidus Derivitus Bumtittium)

A is also for ***APOCALYPTIC ARMAGEDDON*** (which is where we're all heading, now that an entire generation has been electronically conditioned to zap Aliens); ***ALAN SUGAR*** (the only computer supremo who can wear his face upside down without anyone noticing); ***ADDICTIVE GAMES*** (resultant in myopia and lycanthropic manual hirsuitness); ***AUTOMATA*** (the best-loved software house in hystory, for sale, apply P.O. Box 78, Portsmouth); the ***AMIGA*** (a Mexican inflatable ladyfriend with floppy discs and video compatibility); and lastly, ***AMERICA***, a mythological land, said to lie far to the West of Cornwall, inhabited by gross monsters who worship the hideous god Omyti-Dollah, and the all-consuming goddes Rodkuzyns.

SPOT THE DIFFERENCE COMPETITION

Study these two pictures of President Teddy very carefully. There are up to *SIX* differences between them. Simply draw a ring around all the differences you can spot, and complete the following limerick: "There was a young lady named Nancy, . . ."

Send your entries to me, Uncle Nasty, Competition number ONE, *Bang*. See

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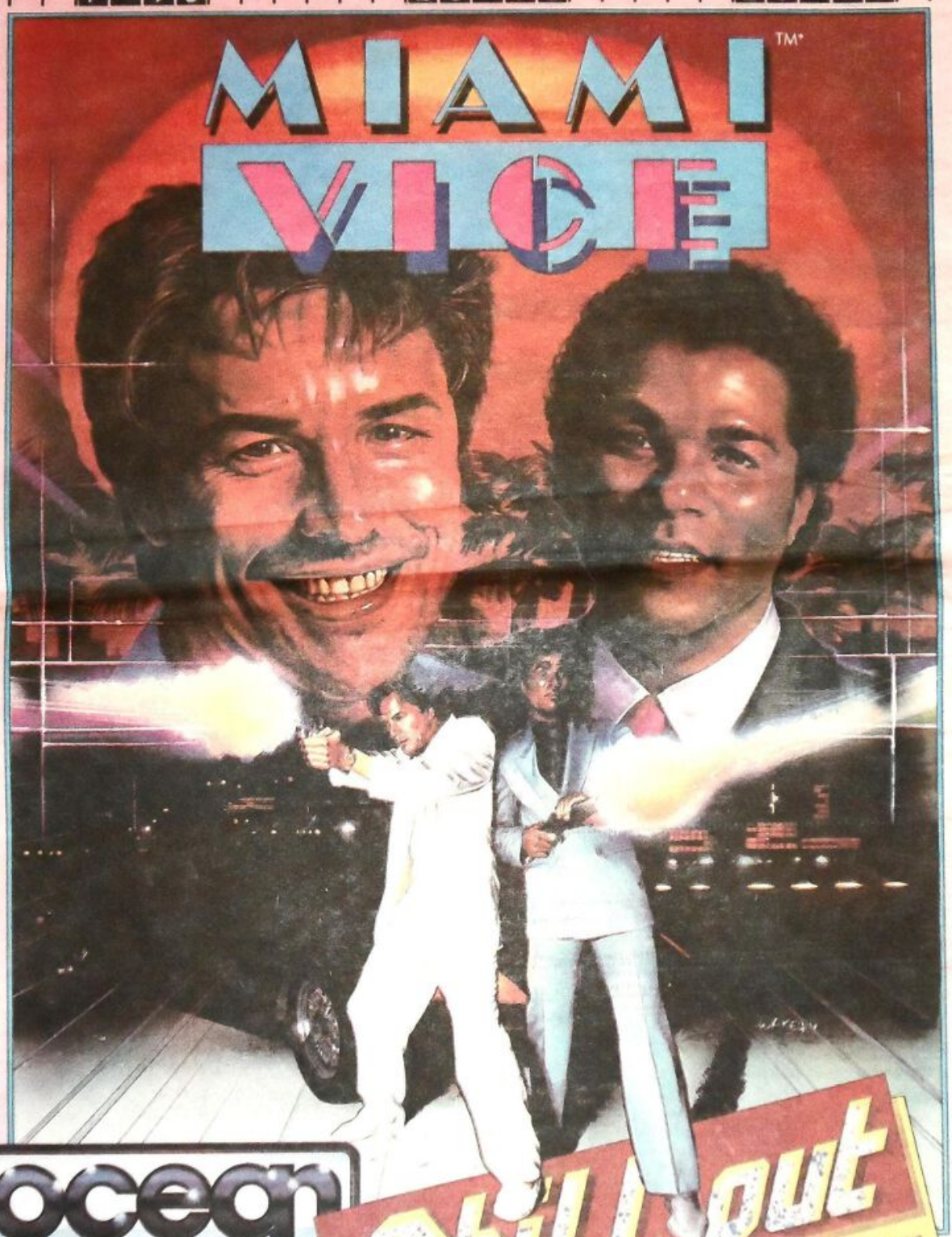

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